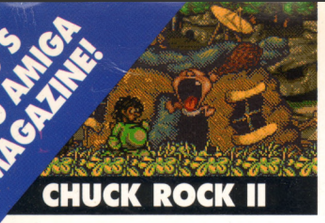
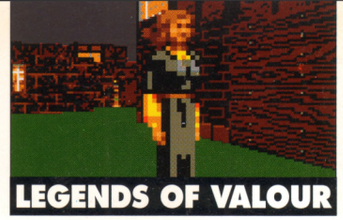
OFFICIALLY THE WORLD'S BEST-SELLING AMIGA GAMES MAGAZINE!


CHUCK ROCK II

SLEEPWALKER


LEGENDS OF VALOUR

Future PUBLISHING
Your guarantee of value
03
9 770961 731022
ISSUE 23 £3.50 MARCH 1993

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

IT'S A GOAL!
Dino Dini – beyond Kick Off 2

APOCALYPSE NOW...
Desert Strike storms onto the Amiga!

COMIC RELIEF SPECIAL!
PLUS TEAM 17'S LATEST

YOURS WITH ISSUE 23 OF AMIGA POWER

SLEEPWALKER

A playable chunk of Ocean's great Comic Relief fund raiser. It's a real dream.

BODY BLOWS

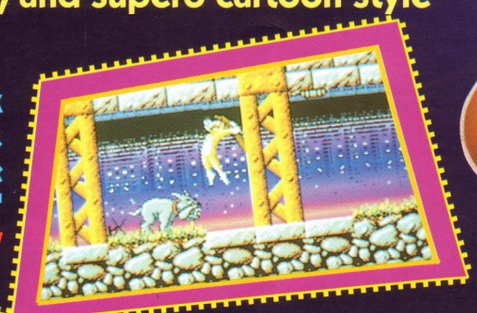
An exclusive two player demo of Team 17's new Street Fighter II *beater!*

ISSUE 23

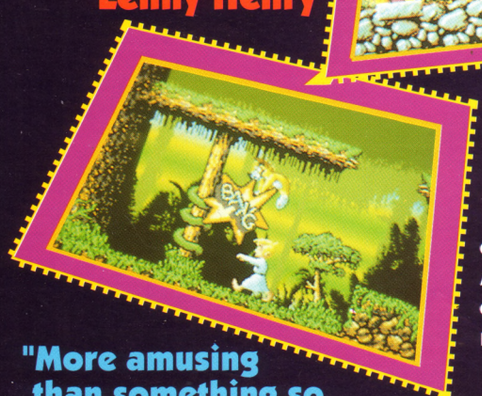
GET READY FOR T

LEE IS HAVING A RESTLESS NIGHT,

...sure he's fast asleep, but that won't stop him taking one of his nocturnal journeys! Fortunately, our sleepwalker has a courageous canine companion who will try his utmost to protect his master from coming to any harm - Lee's faithful mutt, Ralph. Lee's four legged friend is zapped, bashed, clobbered, pummeled, singed and squashed, but nothing will stop him from performing his dedicated duty, (although the odd fire hydrant may distract him)... it's all par for the course of a night errand. These midnight meanderings take him to the most hazardous of places... the creepy graveyard, the gooky zoo, precarious construction sites and the traffic strewn city streets, but Lee's loyal rover steadfastly guards his master from all impending dangers - with painful consequences!
Featuring sound effects and speech created by **LENNY HENRY**, and superb cartoon style animation.



"Makes Sonic look like a hedgehog. You'll want to take a bite out of this"
Lenny Henry



"So brilliant it's left me speechless"
Mr. Bean

C64 (DISK & CASS.)
ATARI (STE ONLY)
CBM AMIGA
IBM PC

"More amusing than something so amusing that when people see it they say that's amusing!!!"
Edmund Blackadder

R THE INVASION

PLAY THE GAME FOR...

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

START YOUR OWN SLEEPWALKER CHALLENGE FOR COMIC RELIEF

COMIC RELIEF

FREE OFFICIAL SPONSORSHIP FORM INSIDE EVERY PACK OF SLEEPWALKER

BUY SLEEPWALKER

...A DECISION YOU WILL NEVER REGRET - the game is voiced by **LENNY HENRY**, and worked on by some of Britain's finest comic minds (and a couple of gits who happened to be around that evening).
A donation from the sales of **SLEEPWALKER** will go direct to **COMIC RELIEF**.

TAKE PART

in the great **SLEEPWALKER CHALLENGE** which will be invading all the big retail chains during the weeks before **RED NOSE DAY - March 12th 1993.**

ORGANISE YOUR OWN SPONSORSHIP CHALLENGES LIKE:

BEATING YOUR HIGHEST SCORE - take on your dad or your teacher, or even your school in a **SLEEPWALKER CONTEST.**

DREAM UP YOUR OWN HIDEOUS CHALLENGES to harrangue your friends.

And remember: all your efforts will help Comic Relief to fund projects in Africa and the U.K. Every penny raised by Comic Relief in public donations and through the sale of merchandise is allocated to a specific charity project.

ocean

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

THIS IS AMIGA POWER

AMIGA POWER

ISSUE 23 MARCH 1993

EDITOR
Mark Ramshaw

REVIEWS EDITOR
Stuart Campbell

PRODUCTION EDITOR
Tim Norris

STAFF WRITERS
Mark Winstanley
Tim Tucker

ART EDITOR
Jacquie Spanton

DEPUTY ART EDITOR
Lisa Nicholls

DEPUTY ADVERTISING MANAGER
Jackie Garford

PRODUCTION COORDINATOR
Craig Broadbridge

PUBLISHER
Colin Campbell

GROUP PUBLISHING DIRECTOR
Greg Ingham

PROMOTIONS ASSISTANT
Tamara Ward

CIRCULATION DIRECTOR
Sue Hartley

MANAGING DIRECTOR
Chris Anderson

CONTRIBUTORS: **Jonathan Davies, Joe Humphries, Dave Golder, Gary Penn, Richard Longhurst**

LINO & SCANNING: **Simon Chittenden, John Moore, Chris Stocker, Simon Windsor, Heath Parsons, Graham Sandiford**

COVER ILLUSTRATION: **Paul Kidby**

PHOTOGRAPHY: **Stuart Baynes, Ashton James**

COVER DISK COMPILED BY:
Grants Computing

EDITORIAL & ADVERTISING
Amiga Power,
Future Publishing Ltd,
30 Monmouth Street,
Bath BA1 2BW
Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
The Old Barn, Somerton, Somerset
TA11 7PY Tel 0458 74011

AMIGA POWER IS PRINTED IN THE UK

A member of the Audit Bureau of Circulations
ABC
Registered circulation
60,184
January – June 1992

LISA WOULD JUST LIKE TO SAY:
'So long, farewell, auf wiedersehn, goodbye'

STUART WOULD JUST LIKE TO SAY:
'Everything smells of platinum! Bang, bang, bang!'

TIM T WOULD JUST LIKE TO SAY:
'You're not as *confused* as I am.'

MARK W WOULD JUST LIKE TO SAY:
'Home again, home again, jiggety–jig .'

JACQUIE WOULD JUST LIKE TO SAY:
'Stop wibbling on, or I'll kill you.'

MARK WOULD JUST LIKE TO SAY:
'We just cut up our staff writer with a chainsaw – does that sound *fine*?"

TIM WOULD JUST LIKE TO SAY:
'Is that a real poncho, or a Sear's poncho?'

AMIGA POWER comes to you from Future Publishing, home of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, TOTAL!, and GamesMaster magazine.
© Future Publishing 1993

10 TRUE STORIES
News of the Amiga Live show, (fairly) gratuitous Winona Ryder pictures, Virgin's latest and more! Much more!

14 THE GALLUP CHARTS
Three guesses for what's number one. Clue – It sounds quite a bit like 'Pete Blighter Noo.'

16 THE SHAPE OF THINGS TO COME
The console smash hit *Desert Strike* is nearly upon us, and *Chuck Rock II*, *Cyberspace* and *Goal* are getting there too.

42 BACK ISSUES/ MAIL ORDER
We've started adding 'Sold Out' flashes to some of our issues now,so Buy! Buy! Buy!

45 COMPLETE CONTROL
The *Indiana Jones* solutions continue, while *Enchantia* and *Kyrandia* are wrapped up, and Jonathan Davies continues to dish out helping hints.

60 LEMMINGS COMPO WINNERS
Do you people have no shame? Once more we manage to get our readers to make complete fools of themselves.

80 THE A-Z OF ARCADE GAMES
Okay, so this second half of the feature is actually the 1 to W, but you never see the 1-W of London, do you?

86 DO THE WRITE THING
Not a mis-spelling of the celebrated Spike Lee film, more a sort of collection from this month's mail bag – which comprises hate mail and letters about The Prisoner.

91 THE BOTTOM LINE
What to buy, and why. It's all here, matey and no mistake – 12 whole months of the stuff to choose from.

96 SUBSCRIBE TO AMIGA POWER
Get AP the easy way, and sleep easy. Hell, you'll even get yourself a free game into the bargain.

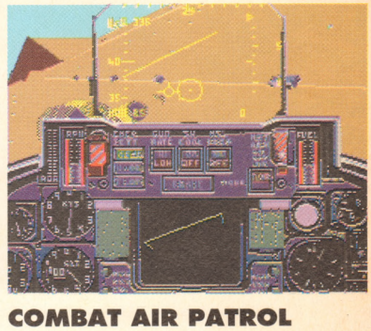
98 THE RIGHT PROFILE
It's the turn of Bullfrog's Peter Molyneux to go under the spotlight and talk about life, *Populous*, and everything (including the one and only Elvis Presley).

GAMES OF THEMC

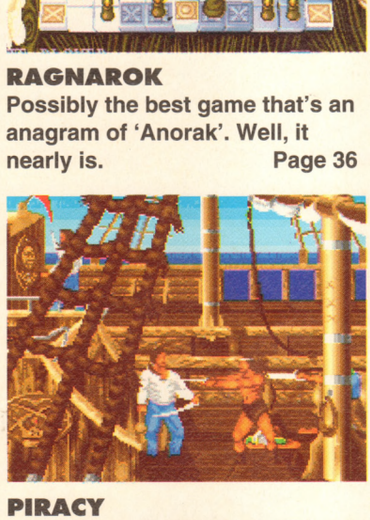
LEGENDS OF VALOUR
US Gold's city-based RPG is here. Find out why Mark R's foaming at the mouth. **Page 26**

SLEEPWALKER
A kid, his dog, and hundreds of lethal traps. No wonder they look stunned. **Page 30**

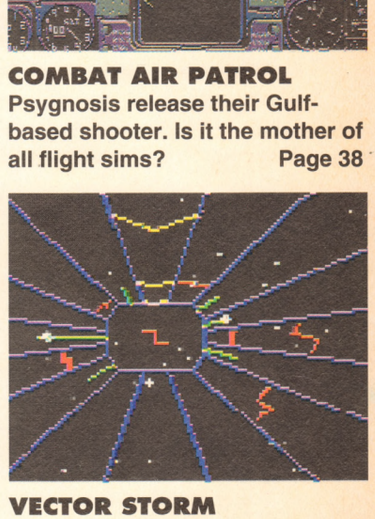
RAGNAROK
Possibly the best game that's an anagram of 'Anorak'. Well, it nearly is. **Page 36**



COMBAT AIR PATROL
Psygnosis release their Gulf-based shooter. Is it the mother of all flight sims? **Page 38**



PIRACY
Yo-ho-hos, cutlasses and baggy white shirts a-plenty. Pass the grog, Jim lad. **Page 65**



VECTOR STORM
Revamped arcade action from the days that games were only ten pence a go. **Page 66**

WIN!
A BINBAG OF OUR OFFICE RUBBISH
Page 71

80 ARCADES

Standing in a cold, dark, smoke-filled room pumping coins into a throbbing arcade machine is so much fun. And arcade machines have the distinction of being the best games around. It's inevitable, then, that they find their way to the Amiga, where you can enjoy them in your cold, dark, smoke-filled bedroom. This second half of our A to Z of coin-op conversions is as close to investigative journalism as we ever get.

TRANSA
The Fren
strangest
This time

SPACE VOYAG
Another
men with

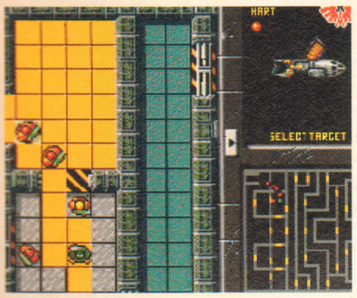
CRYSTA DIZZY
That lova
back agai

BARDS CONSTR
Not conte
Make you

OVER 300
GAMES RATED IN EVERY ISSUE!

EMONTH

TRANSARCTICA
The French come up with the strangest ideas, don't they? This time it's trains. Page 34



SPACE CRUSADE: THE VOYAGE BEYOND
Another dose of chaos and hard men with guns. Page 64

CRYSTAL KINGDOM DIZZY
That lovable egg-type thingy's back again. Page 68

BARDS TALE CONSTRUCTION KIT
Not content with your RPGs? Make your own then. Page 69

GAMES REVIEWED THIS ISSUE

MARCH

FULL PRICE
Bard's Tale Kit ---- 69
Beyond Hero Quest ---- 64
Combat Air Patrol ---- 38
Crystal Kingdom Dizzy ---- 68
Legend Of Valour ---- 26
Ragnarok ---- 36
Sleepwalker ---- 30
Transarctica ---- 34
Pirates ---- 65
Vector Storm ---- 66

BUDGET
American Tag-Team Wrestling ---- 74
Chessmaster 2100 ---- 72
Galactic Warrior Rats ---- 73
The Power ---- 73

COMPILATIONS
Fantastic Worlds ---- 72
Sports Masters ---- 73
Strategy Masters ---- 74

PUBLIC DOMAIN
Flag Catcher ---- 76
Megatris ---- 76
One on One ---- 76
Q-Bic ---- 76

NEXT MONTH...

Full reviews of *Desert Strike*, *Flashback* and maybe, just maybe, the lowdown on *Lemmings 2*, *Walker* and *Hired Guns*. There's also bound to be a more expensive prize than this month's, and that A1200 feature. It's out on Thursday March 11th.

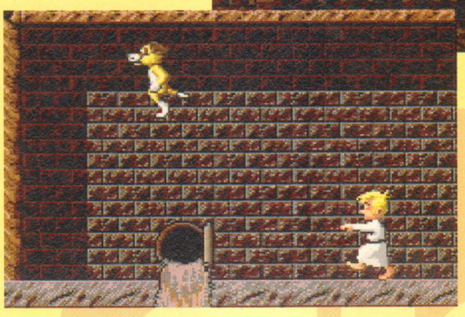
disk 23

There's something for everyone this month, from ardent pacifists to the most deranged and disturbed violent mind. If your idea of a good time is helping a small child across the road, or kneeing a total stranger in the kidneys, then we can help. Details below.

AND THIS IS DISK 23

SLEEPWALKER

Never before have small, cute kids been so utterly exasperating. It's time to play the part of the helpful but long suffering pet of one such brat in



this playable demo of the game that's not only going to raise masses of cash for charity, but is also one of the most original games we've seen in ages.

BODY BLOWS

Every so often, it's good to snap a mate's arm, shatter his leg, or maybe push his nose bone into his skull, killing him instantly. Unfortunately, murder's still a crime in most parts of the world, but thanks to Team 17's spine-crunching demo, you can safely indulge in needless violence without being arrested.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 23, Diskcopy Labs, Unit 2+3 Omega Technology Centre, Drayton Fields, Drayton, NN1 1FR.

disk 23

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Sleepwalker* and *Body Blows* are one meg only. Um, sorry.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- It really is that simple.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to:
AMIGA POWER Disk 23 Returns,
Diskcopy Labs
Unit 2+3
Omega Technology Centre
Drayton Fields
Drayton
NN1 1FR
- We really hoping you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but we're just crap at it. So send it Discopy Labs. Please.

SLEEPWALK

Publisher: Ocean

The last pathetic but admirably charitable fund raiser was the so called 'novelty' record from questionably humorous comedians Hale and Pace, and the time before that it was Bananerama and Lananeeneenoonoo singing a pleasing little Lennon and McCartney number called 'Help!'

This year, to go along with bus drivers dressed as gorillas and neuro-surgeons in saucy French maid outfits, there's another addition to the well-oiled charity machine that Red Nose Day has become. And guess what? You've got part of it for free!

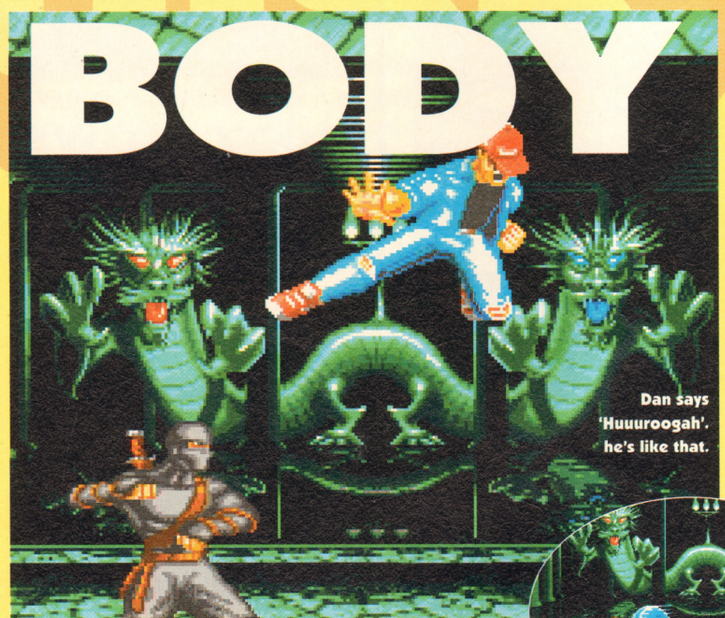
Sponsor yourself doing a hilarious activity.

Go and do something charitable NOW. Give some money.

WELL, NOT QUITE...

For although you've got two thirds of a level on this groovy cover disk, there's absolutely no way that your conscience will let you play it without you first doing something good for mankind. Playing this without a donation will result in a little voice waking you up at 3am saying 'You're a bad person, a selfish person, go and get sponsored to lie in a vat of cold custard or something.' We know what a

BODY BLOWS


Dan says 'Huuuroogah', he's like that.

Both are good, it's not an easy fight, this.

DAN

And he shoots blue bolts too.

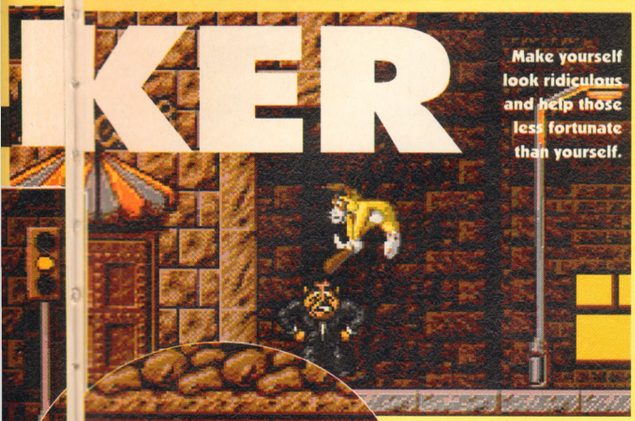
Publisher: Team 17

The Big List of Impossible Acts lists juggling the the AP team one-handed as being easier than talking about *Body Blows* without mentioning *Street Fighter II*. See? We only just started and we've already done it. And since Lisa (who bruises easily) was dropped the last time anyone tried the other thing, it's been banned.

Team 17 are, even as you read this, struggling night and day to perfect what they believe will be the ultimate Amiga beat-'em-up. There'll be loads of exotic locations and characters to choose from, but in this pre-release version there's only hardened street fighter (tut, there I go again) Dan or the Ninja, fighting on his home turf of the Ninja Cavern. It's a two player only demo, so you've got to drag a friend, your gran or anyone else really to waggle joysticks against, otherwise you'll win every time.

Like, err, wow! The characters have

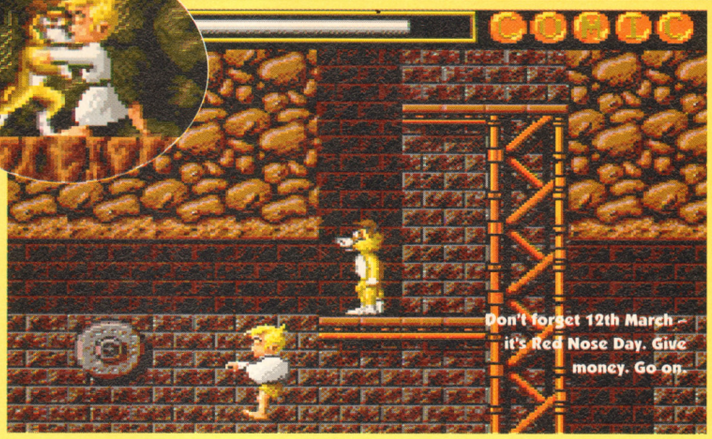
KER


Make yourself look ridiculous and help those less fortunate than yourself.

How about putting stockings on – that's funny.

lives in the kind of urban hell generally reserved for Gotham-related comics, and at some point in the night has risen from his bed and headed out across the rooftops completely asleep. The only thing separating him from a premature and needless death is the indestructible family dog, Ralph, who must guide his slumbering master across the city. Since Lee's got all the sense of a lemming in his snoozing state, you've got to push him away from drops, kick him from rooftop to rooftop and generally manhandle him about. Using excessive force (such as putting Lee against a wall and kicking him repeatedly) will wake him up, and the bar at the top of the screen acts as a kind of sleepometer. The sleep bar's affected by falls, Ralph-related violence and water, which always tends to muck up your sleep patterns.

Got the message yet?


Don't forget 12th March – it's Red Nose Day. Give money. Go on.

decent bunch our readers are, so we'll leave it up to you to stuff cash into collection boxes on Comic Relief day, which is March 12th by the way. As if you didn't already know.

WHAT ABOUT THE GAME?

Ah yes, *Sleepwalker* is about a dog, and a child who sleepwalks. Lee (the child)

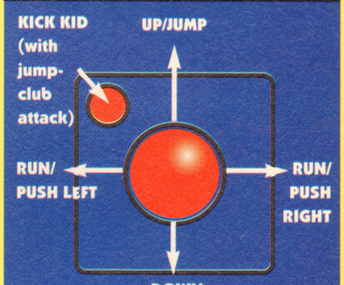
WHO NOSE?

If you can bear to tear yourself away from Lee for a few minutes, or you can find a safe place to leave him, then you can scout ahead to neutralise any possibly fatal pitfalls, bash any bad guys and even find the secret bonus noses. These are incredibly helpful in the finished game, but mere points of special interest in this version.

In the extremely likely event that you enjoy playing *Sleepwalker*, you might want to trot down to your local software emporium and donate some extra dosh to charity by buying yourself a copy. To find everything you ever wanted to know about *Sleepwalker*, check Stuart's fab full review later on in this ish. Right, now I'm off for a quick kip. ●

M – Map HELP – Pause
HELP & ESC – Quit
ESC – Loose a life

CONTROLS



ows

This held up work in the office for quite some time when it arrived. We can't wait for the finished version.

heaps of moves and it's actually possible to choose them, unlike that other newly released fighting game. Rather than leaving you to work all the moves out, glance at these clear yet informative charts instead.

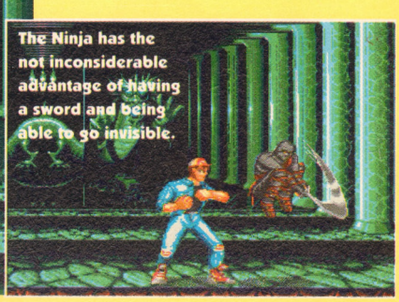
Directions only: You get all the usual ducks, jumps and blocks that you'd expect. We're not going to insult your intelligence to show you these.

Special Moves: Hold down the fire until the power bar reaches maximum, and then let go. Dan releases an Electro-bolt, where as Ninja goes into the spookily Predator-like 'Super Shadow' mode that renders him almost invisible.

With fire button pressed: You get all those wonderful goodies (over there in the diagrams). If you're in the air at the time you press fire, you get to do the moves in brackets. Simple isn't it?

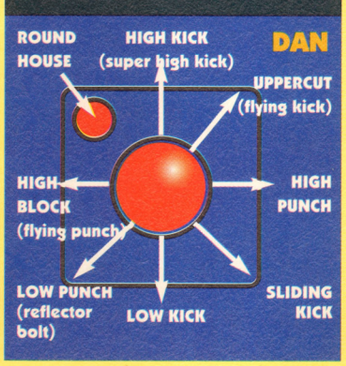
To further confuse you, all these moves are reversed when you're facing to the left of the screen, but you would have imagined that and you'll find it much easier to play than read about it.

What are you waiting for? Get punching. You'll feel better for it. ●

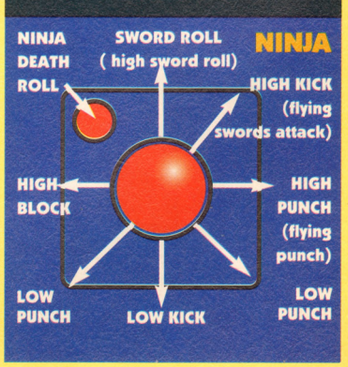

The Ninja has the not inconsiderable advantage of having a sword and being able to go invisible.

He's not praying, he's about to become much less easy to see.

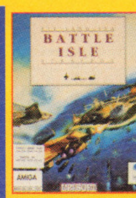
CONTROLS



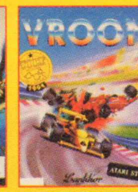
CONTROLS



SPECIAL OFFERS FROM £6.99



BATTLE ISLE 13.49



VROOM 12.99

CHAMP MGR 12.99

• STAR BUYS • • STAR BUYS •

F1 GRAND PRIX 14.99

HOOK 11.99

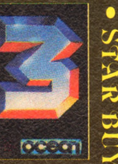
FIRST SAM/ MEGA 13.99

ADDAMS FAMILY 11.99

ENCHANTIA 12.99

DUNE 13.49

MONKEY ISLAND 13.49



ROBOCOP 3 11.49

• STAR BUYS • • STAR BUYS •

ELITE 10.99

F15 STRIKE 2 11.99

BATTLE OF BRITAIN 13.99

TITUS THE FOX 9.49

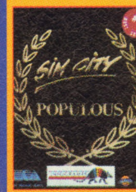
PINBALL DREAMS 12.99

GRAHAM TAYLORS 10.99

F19 STEALTH 14.99

LEMMINGS 12.49

XENON 2 7.99

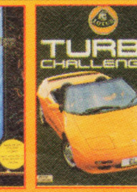


SIM CITY & POP 16.99

RAILROAD TYCOON 13.99

JAGUAR XJ220 10.99

ISHAR 10.49



LOTUS 2 11.99

BLUES BROTHERS 8.99

PREMIERE 11.99

JACK NICKLAUS 6.99

KICK OFF 2 8.99

CRAZY CARS 3 9.99

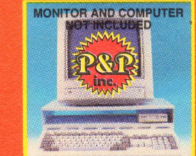
Games marked NOP will not work on A500 Plus, A600 or A1200. Games marked NO12 will not work on the A1200. All prices include VAT and UK postage

3D CONSTRUCTION KIT 14.49
3D CONSTRUCTION KIT 2 ....31.99
A320 AIR-BUS (1 MEG) 21.99
ADDAMS FAMILY (1 MEG) 11.99
ADI ENGLISH (11-12) 16.99
ADI ENGLISH (12-13) 16.99
ADI ENGLISH (13-14) 16.99
ADI FRENCH (11-12) 16.99
ADI FRENCH (12-13) 16.99
ADI FRENCH (13-14) 16.99
ADI MATHS (11-12) 16.99
ADI MATHS (12-13) 16.99
ADI MATHS (13-14) 16.99
ADVANTAGE TENNIS (NO12) 16.99
AFTERBURNER 7.49
AIR BUCKS 17.99
AIR FORCE COMMANDER (1 MEG) (NO12) 17.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47, WINGS, CARRIER COMMAND) (NO12) 19.99
AIR, LAND & SEA (688 ATTACK SUB, INDY 500, F18 INTERCEPTOR) 22.99
ALCATRAZ 15.99
ALIEN 3 ....19.49
ALIEN BREED (SPECIAL EDITION) (1 MEG) 8.99
AMNIOS 8.99
AMOS (GAMES CREATOR) 29.99
AMOS 3D (REQUIRES AMOS) 22.99
AMOS COMPILER (REQUIRES AMOS) 19.99
AMOS EASY (FIRST STEPS TO PROGRAMMING) 22.99
AMOS PROFESSIONAL (MORE COMPLEX VERSION OF AMOS) 44.99
ANOTHER WORLD 16.99
APIDYA 17.49
AQUATIC GAMES 16.99
ARABIAN NIGHTS (NO12) 15.99
ARCHER MACLEAN'S POOL 17.49
ARKANOID 2 ....7.49
ARMOUR-GEDDON 2 (NO12) 19.49
ASHES OF EMPIRE 22.99
ASSASSIN (1 MEG) 16.99
AV8B HARRIER ASSAULT 21.99
B.A.T 2 ....22.99
B17 FLYING FORTRESS (1 MEG) 22.99
BART Vs THE WORLD 19.49
BATMAN THE MOVIE 7.49
BATTLE ISLE 13.49
BATTLE ISLE DATA DISK 13.99
BATTLE OF BRITAIN 13.99
BATTLEHAWKS 1942 (NO12) 10.99
BC KID 17.49
BEACH VOLLEY (NO12) 7.49
BILL'S TOMATO GAME 16.99
BIRDS OF PREY (1 MEG) (NO12) 22.99
BLACK CRYPT (1 MEG) 16.99
BLUES BROTHERS 8.99
BODY BLOWS (1 MEG) 16.99
BOXING MANAGER (NO12) 7.49
BUG BOMBER 17.49
CAESAR (NO12) 17.99
CAMPAIGN (1 MEG) (NO12) 21.99
CARL LEWIS TRACK & FIELD CHALLENGE 16.99
CASTLES (1 MEG) (NO12) 19.49
CASTLES DATA DISK (NO12) 11.99
CELTIC LEGENDS 19.99
CHAMPIONSHIP MANAGER (1 MEG) 12.99
CHAOS ENGINE 16.99
CHUCK ROCK (NO12) 8.99
CHUCKIE EGG (NO12) 9.99
CHUCKIE EGG 2 (NO12) 9.99
CIVILIZATION (1 MEG) 22.99
COMBAT AIR PATROL (NO12) 19.99
COMBAT CLASSICS (F15 STRIKE EAGLE 2, 688 ATTACK SUB, TEAM YANKEE) (1 MEG) (NO12) 19.49
CONTRAPTION (NO12) 13.99
COOL WORLD (1 MEG) 17.49
CORRUPTION (M/SCROLLS) 3.99
CRAZY CARS 2 (NO12) 8.99
CRAZY CARS 3 ....9.99
CREEPERS (NO12) 19.49
CRUISE FOR A CORPSE 18.49
CURSE OF ENCHANTIA (1 MEG) 12.99
CYTRON 19.49
D-GENERATION 11.99
DAILY SPORTS COVER GIRL POKER 15.99
DARK QUEEN OF KRYNN (1 MEG) 21.99
DARKMERE (1 MEG) 15.99
DARKSEED (1 MEG) 20.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION) 54.99
DOODLEBUG 13.99
DRAGONS LAIR 3 (1 MEG) (NO12) 22.99
DUNE (1 MEG) 13.49
DUNE 2 (1 MEG) 19.99
DUNGEON MASTER & CHAOS (1 MEG) 19.49
DYNA BLASTERS 19.99
ELITE (NO12) 10.99
EPIC (1 MEG) 19.49
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS (NO12) 7.49
ESPANA-THE GAMES 92 (1 MEG) (NO12) 19.49
EYE OF THE BEHOLDER (SSI) (1 MEG) 19.99
EYE OF THE BEHOLDER 2 (1 MEG) 23.99
F.A PREMIER LEAGUE FOOTBALL (NO12) 17.49
F15 STRIKE EAGLE 2 (1 MEG) 11.99
F16 FALCON (NO12) 10.99
F19 STEALTH FIGHTER (NOP) 14.99
FABLES & FIENDS-LEGEND OF KYRANDIA (NO12) (1 MEG) 22.99
FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND) (1 MEG) (NO12) 22.99
FINAL COPY 2 WORD PROCESSOR 69.99
FIRE & ICE 17.49
FIRST SAMURAI + MEGA LO MANIA (NO12) 13.99
FLAMES OF FREEDOM (MIDWINTER 2) 11.99
FLIGHT SIMULATOR 2 (NO12) 23.99
FLOOR 13 ....19.99
FOOTBALLER OF THE YEAR 2 ....8.49
FORMULA 1 GRAND PRIX (1 MEG) 14.99
FUN SCHOOL 2 (2-6) 7.99
FUN SCHOOL 2 (6-8) 7.99
FUN SCHOOL 2 (8+) 7.99
FUN SCHOOL 3 (2-5) 16.99
FUN SCHOOL 3 (5-7) 16.99
FUN SCHOOL 3 (7+) 16.99
FUN SCHOOL 4 (2-5) 16.99
FUN SCHOOL 4 (5-7) 16.99
FUN SCHOOL 4 (7+) 16.99
FUN SCHOOL SPECIAL - MERLIN'S MATHS (7-11) 16.99
FUN SCHOOL SPECIAL - PAINT 'N CREATE EDUCATIONAL ART (5+) 16.99
FUN SCHOOL SPECIAL - SPELLING FAIR (7-13) 16.99
FUTURE WARS (NO12) 9.99
GAUNTLET 2 (NO12) 7.49
GHOULS 'N' GHOSTS 7.49
GOBLIIINS 15.99
GOBLIIINS 2 ....17.99
GOLDEN AXE 8.49
GOLF (OCEAN) (NO12) 16.99
GOLF WORLD CLASS LEADERBOARD 8.49
GRAHAM GOOCH WORLD CLASS CRICKET (NO12) 17.99
GRAHAM TAYLOR'S SOCCER MANAGER (1 MEG) 10.99
GREAT NAVAL BATTLES (1 MEG) (NO12) 24.99
GUNSHIP 2000 (1 MEG) 22.49
GUY SPY (1 MEG) 19.49
HARPOON V1.21(1 MEG) 22.99
HEAD OVER HEELS 7.49
HEIMDALL (1 MEG) (NO12) 11.99
HEROQUEST 8.49
HEROQUEST 2 - LEGACY OF SORASIL (1 MEG) 16.99
HISTORYLINE 1914-18 (1 MEG) 22.49
HITCH HIKERS GUIDE (NO12) 8.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D/S (NOP) 10.99
HOME ACCOUNTS 2 ....38.99
HOME ALONE 2 (NO12) 19.99
HOME OFFICE KIT DELUXE (KIND WORDS 3 (WORD PROCESSOR), MAXI PLAN 4 (SPREADSHEET), AND INFOFILE (BUSINESS UTILITIES)). REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG) 59.99
HOOK 11.99
HOT HATCHES (NO12) 17.49
HUMANS (NO12) 17.99
HUMANS DATA DISK (NO12) 12.99
IAN BOTHAM'S CRICKET (1 MEG) 19.49
IK+ 7.49
INDIANA JONES 2 ACTION (FATE OF ATLANTIS) (NO12) 17.49
INDIANA JONES 2 ADVENTURE (FATE OF ATLANTIS) (1 MEG) (NO12) 23.99
INTERNATION RUGBY CHALLENGE 17.49
ISHAR - LEGEND OF THE FORTRESS 10.49
JACK NICKLAUS GOLF 6.99
JAGUAR XJ220 (1 MEG) 10.99
JAMES POND (NO12) 7.49
JAMES POND 2 - ROBOCOD 16.99
JET SET WILLY (NO12) 9.99
JIMMY WHITES SNOOKER 13.99
JINXTER (M/SCROLLS) 3.99
JOHN BARNES EUROPEAN FOOTBALL 15.49
JOHN MADDEN'S (U.S.) FOOTBALL 16.99
KGB (NO12) 19.99
KICK OFF + EXTRA TIME DISK (NOP) 4.99
KICK OFF 2 (1 MEG) (NO12) 8.99
KIDSTYPE JUNIOR WORD PROCESSOR 13.99
KIND WORDS 3 WORD PROCESSOR 30.99
KNIGHTMARE 19.99
KNIGHTS OF THE SKY (1 MEG) 22.99
KRUSTY'S SUPER FUN HOUSE 19.49
LAST NINJA 2 (NO12) 7.49
LEATHER GODDESSES (NO12) 8.99
LEGEND 19.99
LEGENDS OF VALOUR (1 MEG) (NO12) 23.99
LEMMINGS 12.49
LEMMINGS 2 ....20.99
LEMMINGS DATA DISK - OH NO! 9.99
LETHAL WEAPON (1 MEG) 16.99
LOMBARD RAC RALLY 7.49
LOTUS 3 - THE FINAL CHALLENGE (1 MEG) (NO12) 16.99
LOTUS ESPRIT TURBO CHALLENGE (NO12) 8.49
LOTUS TURBO CHALLENGE 2 (NO12) 11.99
LURE OF THE TEMPTRESS (1 MEG) (NO12) 13.49
MAGIC WORLDS (STORM MASTER, DRAGONS BREATH, CRYSTALS OF ARBOREA) (NO12) 15.99
MANCHESTER UNITED (NO12) 8.49
MANIC MINER (NO12) 9.99
McDONALDS LAND (NO12) 17.49
MEGA SPORTS (SUMMER GAMES 1 & 2, WINTER GAMES) (NO12) 16.99
MEGA TWINS (NO12) 14.49
MICRO ENGLISH (8 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO FRENCH (BEGINNER TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO GERMAN (BEGINNER TO GCSE AND BUSINESS LEVEL. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICRO MATHS (11 YRS TO GCSE. CONFORMS TO NATIONAL CURRICULUM) 16.99
MICROPROSE 3D GOLF (1 MEG) 13.99
MIDNIGHT RESISTANCE (NO12) 7.49
MIDWINTER 9.99
MINI OFFICE (WORD PROCESSOR, SPREADSHEET, DATABASE AND DISK UTILITIES) 37.99
MOKEY ISLAND (SECRET OF) 13.49
MOTORHEAD (NO12) 11.99
NEW ZEALAND STORY 7.49
NICKY BOOM 16.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP (1 MEG) 18.49
NODDY'S PLAYTIME (EDUCATIONAL PROGRAM FOR CHILDREN AGED 3+) (1 MEG) 16.99
OPERATION WOLF (NO12) 7.49
PACMANIA (NO12) 7.49
PANG 7.49
PANZA KICK BOXING (NO12) 8.49
PARASOL STARS 16.99
PERFECT GENERAL 22.49
PERFECT GENERAL DATA DISK 13.99
PGA TOUR GOLF + COURSES 19.49
PGA TOUR GOLF COURSE DISK 11.49
PINBALL DREAMS (1 MEG) 12.99
PINBALL FANTASIES 17.99
PIRATES (NOP) 16.99
PITFIGHTER 7.49
POPULOUS & SIM CITY 16.99
POPULOUS 2 (1 MEG) + CHALLENGE DATA DISK 21.99
POPULOUS 2 CHALLENGE DATA DISK (1 MEG) 11.99
POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP) 10.99
POWERDRIFT 3.99
POWERMONGER (NO12) 19.49
POWERMONGER WW1 DATA DISK (NO12) 11.49
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR, INFOFILE DATABASE) (NOP) 19.99
PREHISTORIK (NO12) 8.49
PREMIER MANAGER (1 MEG) 16.49
PREMIERE (1 MEG) 11.99
PRINCE OF PERSIA (1 MEG) 7.49
PRO TENNIS TOUR 2 ....16.99
PROJECT X (1 MEG) 16.99
PUBLISHER (PAGE LAYOUT PACKAGE). CAN PRODUCE BLACK AND WHITE NEWSLETTERS, FLYERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG) 33.99
PUBLISHER COLOUR PRO (PAGE LAYOUT PACKAGE). CAN PRODUCE COLOUR NEWSLETTERS, PROMOTIONAL POSTERS, ANNUAL REPORTS AND MAGAZINES. REQUIRES ONE EXTERNAL DISK DRIVE OR HARD DRIVE. (1 MEG) 79.99
PUSH-OVER (1 MEG) 16.99
PUTTY (NO12) 17.99
QUEST & GLORY (BLOODWYCH, MIDWINTER, CADAVER, BAT) (NO12) 14.49
QUESTRON 2 (SSI) (NO12) 4.99
R-TYPE (NO12) 7.49
RAGNAROK (NO12) 21.99
RAILROAD TYCOON (1 MEG) 13.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) (NOP) 9.99
RAVING MAD (MEGA TWINS, JAMES POND 2 - ROBOCOD, RODLAND) (NO12) 16.99
RBI BASEBALL 2 (NOP) 18.99
REACH FOR THE SKIES (NO12) 19.99
RICK DANGEROUS (NO12) 7.49
ROAD RASH 17.49
ROBOCOP 2 (NO12) 7.49
ROBOCOP 3 (NO12) 11.49
ROME (1 MEG) 19.49
ROOKIES 19.99
SABRE TEAM 15.99
SCRABBLE (US GOLD) 18.99
SECRET OF MONKEY ISLAND (1 MEG) 13.49
SECRET OF MONKEY ISLAND 2 (1 MEG) 23.99
SENSIBLE SOCCER ('92/93 SEASON) 16.99
SHADOW OF THE BEAST 2 (WITH T-SHIRT) 8.99
SHADOW OF THE BEAST 3 ....19.49
SHADOWLANDS 19.49
SHADOWORLDS 15.99
SHOOT-'EM-UP CONSTRUCTION KIT (NO12) 8.49
SHUTTLE (1 MEG) 19.99
SILENT SERVICE 2 (1 MEG) (NOP) 22.99
SIM CITY & POPULOUS 16.99
SIM CITY ANCIENT CITIES 8.99
SIM CITY FUTURE WORLDS 8.99
SLEEPWALKER 17.49
SMASH TV (NO12) 7.49
SPACE CRUSADE (NO12) 12.99
SPACE CRUSADE DATA DISK (NO12) 10.99
SPECIAL FORCES (1 MEG) 22.99
SPIRIT OF EXCALIBUR (1 MEG) (NOP) 9.99
SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) (1 MEG) (NO12) 19.99
STORM MASTER 18.49
STRATEGY MASTERS (POPULOUS, HUNTER, SPIRIT OF EXCALIBUR, CHESSPLAYER 2150, BATTLEMASTER) (1 MEG) (NO12) 20.99
STREETFIGHTER 2 (NO12) 18.49
STRIKER (1 MEG) 15.99
STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INTERNATIONAL SOCCER) (NO12) 19.99
STUNT CAR RACER (NO12) 7.49
SUPER CARS 2 (NOP) 8.49
SUPER CAULDRON (NO12) 17.49
SUPER FROG (1 MEG) 16.99
SUPER HANG ON 7.49
SUPER HERO (NO12) 19.49
SUPREMACY (1 MEG) 16.99
SWITCHBLADE 2 (NO12) 8.49
SWIV (NOP) 8.49
SWORD OF SODAN (NO12) 5.99
TEARAWAY THOMAS 17.49
TECNOPLUS BUSINESS PACK FOR AMIGA (WORDWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE) (1 MEG) 65.99
THE LOST TREASURES OF INFOCOM 1 (20 CLASSIC INFOCOM TITLES) (NO12) 27.99
THE MANAGER 19.99
THUNDERHAWK 10.49
TITUS THE FOX 9.49
TRANSARTICA 17.99
TRODDLERS 15.99
TROJAN - ALIEX (LIGHT PHAZER GAME) 8.99
TROJAN - CYBER ASSAULT (LIGHT PHAZER GAME) 8.99
TROJAN - FIRESTAR (LIGHT PHAZER GAME) 8.99
TROJAN - THE ENFORCER (LIGHT PHAZER GAME) 8.99
TURRICAN 7.49
TURRICAN 2 ....7.49
TV SPORTS BASEBALL (NO12) 11.49
TV SPORTS BOXING (NO12) 11.49
TV SPORTS FOOTBALL (NO12) 7.99
UGH 17.49
ULTIMA 5 (NO12) 16.99
UNIVERSAL MONSTERS 16.99
VAL HALLER VGA 19.99
VIDEO KID 8.49
VIKINGS - FIELD OF CONQUEST (1 MEG) 16.99
VROOM (NO12) 12.99
VROOM DATA DISK (NO12) 12.49
WALKER 19.49
WAXWORKS (1 MEG) 22.49
WHEELS OF FIRE (HARD DRIVIN', POWERDRIFT, CHASE H.Q, TURBO OUTRUN) (NO12) 8.99
WING COMMANDER 1 (1 MEG) 22.99
WIZ-KID 16.99
WIZARDRY 6 - BANE OF THE COSMIC FORGE (1 MEG) 24.49
WIZARDRY 7 - CRUSADERS OF THE DARK SAVANT (1 MEG) 28.99
WOLFCHILD 12.99
WORDWORTH V1.1E AMIGA 500 PLUS WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A500P) 79.99
WORDWORTH V1.1E AMIGA 600 WORD PROCESSOR (SPECIAL ENHANCED 2 MEG VERSION WITH 1 MEG UPGRADE FOR A600) 94.99
WWF WRESTLING (NO12) 16.99
WWF WRESTLING 2 (1 MEG) 16.99
XENON 2 MEGABLAST 7.99
ZAK MCKRACKEN (NO12) 9.99
ZOOL (1 MEG) 16.99
ZOOL (A1200 VERSION) 16.99

WIN an autographed copy of Nigel Mansell's! Full details in the latest issue of *NRG* - join Special Reserve NOW to get your copy!

MISCELLANEOUS

EXTERNAL 3.5" DISK DRIVE FOR AMIGA WITH SONY/CITIZEN DRIVE MECHANISM. QUIET, HIGH QUALITY, SLIM LINE DESIGN. GG5792 49.99



MONITOR AND COMPUTER NOT INCLUDED

DELUXE WORK CENTRE FOR AMIGA A1200 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9134 37.99

SCREENBEAT STEREO SPEAKERS FOR AMIGA OR IBM PC. REQUIRES 4AA BATTERIES OR MAINS ADAPTOR. DESIGNED SPECIFICALLY FOR COMPUTERS, INCLUDING MOUNTINGS FOR ATTACHMENT TO MONITOR. GG6593 18.99

DELUXE WORK CENTRE FOR AMIGA A500 OR A500 PLUS (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, PLUS JOYSTICK/MOUSE EXTENDER CABLE SET, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9132 ....44.99

DELUXE WORK CENTRE FOR AMIGA A600 (STEEL MONITOR STAND WITH EXTRA SHELF FOR EXTERNAL DISK DRIVE AND ACCESSORIES, MOUSE HOLDER, MOUSE MAT AND ALL IN ONE DUST COVER) GG9133 ....37.99

MAINS ADAPTOR FOR SCREENBEAT SPEAKERS ......GG6638 ......7.99

MEGAMIX MASTER SOUND SAMPLER FOR AMIGA (1 MEG) 29.99

VIDI AMIGA 12 (CAPTURES COLOUR IMAGES FROM VIDEO / CAMCORDER. COMPATIBLE WITH TAKE 2, DELUXE PAINT 4 AND MOST ART PACKAGES) GG9083 89.99

POWER SCAN HAND SCANNER FOR AMIGA (VERSION 2). TRUE GREY SCALE, 100-400DPI (INCLUDES SOFTWARE) 99.99

SOUND ENHANCER FOR AMIGA (BOOSTS SOUND) 34.99

A570 CD DRIVE FOR AMIGA A500 OR A500P. PLUGS INTO SCSI PORT TO RUN CDTV SOFTWARE. 1 MEG RAM REQUIRED

FREE MEMBERSHIP GG9054 ....329.99

TECNOPLUS AMIGA FAMILY COMPENDIUM (KINDWORDS 3 WORD PROCESSOR, JIMMY WHITE'S SNOOKER, ZIPSTICK JOYSTICK, DUST COVER, FILE-A-DISK, HEAD CLEANER, 5 BLANK DISKS AND MOUSE MAT) ....GG9023 ...51.99

TECNOPLUS AMIGA POWER SUPPLY (SPECIAL COOL RUNNING TRANSFORMER WITH SWITCH MODE) 42.99

TECNOSOUND TURBO SOUND SAMPLER FOR AMIGA (INCLUDES LEAD FOR ATTACHMENT TO WALKMAN/DISCMAN AND REVISED MANUAL) 29.99

ZYDEC STEREO SPEAKERS FOR AMIGA WITH BUILT-IN AMPLIFIER AND VOLUME CONTROLS. 34.99

NULL MODEM CABLE ....GG5153 ......7.99

RF SWITCH FOR AMIGA (SWITCH BETWEEN TV AERIAL AND COMPUTER WITHOUT DISCONNECTING) GG6617 ....3.99

CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) ....GG6542 ...19.99

LEADS

HI-FI LEAD FOR AMIGA (STANDARD PHONO INPUT) ....GG6615 ......3.99

MONITOR LEAD FOR AMIGA TO PHILIPS CM8833 MK2 MONITOR ......GG5961 ......7.99

SCART LEAD FOR AMIGA TO SONY TELEVISION (GIVES MONITOR QUALITY PICTURE) ....GG9135 ......9.99

SCART LEAD FOR AMIGA TO TV WITH SCART INPUT(GIVES MONITOR QUALITY PICTURE) ....GG5762 ......9.99

DUST COVERS

DUST COVER FOR A600 ....GG9013 ......4.99

DUST COVER FOR AMIGA 500 OR ATARI ST (CLEAR PVC) ....GG5312 ......4.99

DUST COVER FOR MONITOR (CLEAR PVC) ....GG5314 ......4.99

MEMORY UPGRADES

1 MEGABYTE A500 PLUS RAM UPGRADE WITH CLOCK (TECNOPLUS) ....GG6652 ...34.99

1 MEGABYTE A600 RAM UPGRADE WITH CLOCK ....GG6700 ...49.99

512K AMIGA RAM WITH CLOCK FOR A500 AND A500+..............................GG6580 ...24.99

512K AMIGA RAM WITHOUT CLOCK FOR A500 AND A500+..............................GG6581 ...22.99

JOYSTICKS

P&P inc.

CHEETAH "ALIEN 3" JOYSTICK GG9087 13.99

CHEETAH "BART SIMPSON" JOYSTICK GG9089 13.99

CHEETAH BUG JOYSTICK GG6562 14.99

COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE) GG5146 10.99

COMPETITION PRO STAR JOYSTICK GG5785 15.99

FREEWHEEL STEERING WHEEL (DIGITAL) FOR AMIGA. SUITS MOST DRIVING GAMES GG9005 26.99

FOUR PLAYER JOYSTICK ADAPTOR FOR AMIGA OR ATARI ST GG5204 .....7.99

SQUIK MOUSE FOR AMIGA OR ATARI ST GG5855 12.99

TROJAN LIGHT PEN FOR AMIGA COMPATIBLE WITH DELUXE PAINT 3 & 4 AND OTHER MAJOR ART PACKAGES. INCLUDES KWIKDRAW DRAWING PROGRAM AND DRIVER DISK GG9074 29.99

GRAVIS JOYSTICK FOR AMIGA OR ATARI ST WITH FOAM PADDED GRIP, ADJUSTABLE HANDLE TENSION AND PROGRAMMABLE FIRE BUTTONS GG9022 23.99

MINI COMPETITION PRO 5000 JOYSTICK GG9050 12.99

LOGIC 3 SIGMA-RAY JOYSTICK GG6575 12.99

MINI COMPETITION PRO STAR JOYSTICK WITH AUTOFIRE GG9051 17.99

QUICKJOY FOOT PEDAL TRANSFERS ANY JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR FLIGHT AND CAR SIM'S. COMPATIBLE WITH MOST AMIGA AND ATARI ST GAMES. GG6576 20.49

QUICKJOY JET FIGHTER JOYSTICK GG5287 11.99

QUICKJOY QJ1 JOYSTICK (MICROSWITCHED) GG6643 7.99

TROJAN LIGHT PHAZER GUN FOR AMIGA WITH SKEET SHOOT & ORBITAL DESTROYER GAMES (OTHER GAMES AVAILABLE - SEE "TROJAN" IN AMIGA SOFTWARE LIST) GG9000 29.99

ZYDEC TRACKBALL GG6650 25.99

MOUSE MAT GG5148 4.99

QUICKJOY TOP STAR JOYSTICK GG5751 20.49

QUICKSHOT 111A TURBO 2 JOYSTICK GG5656 9.99

QUICKSHOT 127 STARFIGHTER REMOTE CONTROLLER WITH TWO INFRA-RED JOYPADS GG5654 29.99

QUICKSHOT 128F MAVERICK 1 JOYSTICK GG5655 12.99

QUICKSHOT 137F PYTHON JOYSTICK GG5653 9.99

QUICKSHOT 149 INTRUDER 1 JOYSTICK GG6644 22.99

QUICKSHOT 155 AVIATOR 1 JOYSTICK GG6686 23.99

SPEEDKING ANALOGUE JOYSTICK FOR AMIGA (FOR PROPORTIONAL CONTROL ON SUITABLE SOFTWARE) GG9008 13.99

NAKSHA MOUSE FOR AMIGA OR ATARI ST WITH OPERATION STEALTH GG5235 27.99

JOYSTICK EXTENDER CABLE FOR AMIGA (3 METRES) GG6613 6.99

ROBOSHIFT INTERFACE FOR AMIGA (PLUGS MOUSE & JOYSTICK INTO ONE PORT) GG5856 14.99

PORT EXTENSION ADAPTOR FOR AMIGA (CHANGE JOYSTICKS WITHOUT NEEDING TO REACH BEHIND COMPUTER) .....GG6616 ...5.99

PRINTERS FOR AMIGA, ATARI ST AND PC

P&P inc.

179.99

CITIZEN SWIFT 9 PRINTER
WITH COLOUR KIT 9 PIN, 80 COLUMN, 192CPS/48NLQ, 3NLQ/1 DRAFT FONT, 2 YEAR WARRANTY. A 9 PIN PRINTER WITH COLOUR FACILITY AND FULL PAPER HANDLING FUNCTIONS.
FREE PRINTER LEAD MEMBERSHIIP GG5607

129.99

CITIZEN 120D+ PRINTER
9 PIN, 80 COLUMN, 144 CPS/25NLQ, 2NLQ/1 DRAFT FONT, 2 YEAR WARRANTY. HIGH QUALITY BLACK AND WHITE PRINTER.
FREE PRINTER LEAD MEMBERSHIP GG6541

279.99

CITIZEN 240C PRINTER
WITH COLOUR KIT, 24 PIN, 80 COLUMN, 240CPS/80LQ, 9LQ/1 DRAFT FONT, 2 YEAR WARRANTY. ADVANCED VERSION OF 24E WITH AUTOSET FEATURE AND LCD CONTROL PANEL
FREE PRINTER LEAD MEMBERSHIP GG9020

234.99

CITIZEN SWIFT 200 PRINTER
WITH COLOUR KIT 24 PIN, 80 COLUMN, 216CPS/72LQ 6 LQ/1 DRAFT FONT, AUTO SET FACILITY, INPUT DATA BUFFER, AUTO PAPER LOADING, ENVELOPE PRINTING, 2 YEAR WARRANTY.
FREE PRINTER LEAD MEMBERSHIP GG9073

214.99

CANON BJ-10EX BUBBLE JET PRINTER
64 NOZZLE, 80 COLUMN, 83LQ CPS 2LQ/1 DRAFT FONT, 1 YEAR WARRANTY. A SMALL, PORTABLE PRINTER, VERY QUIET IN OPERATION YET GIVING OUTSTANDING PRINT QUALITY.
FREE PRINTER LEAD MEMBERSHIP GG6632

CANON AUTO CUT SHEET FEEDER FOR BJ-10EX PRINTER .....GG9126 .....64.99

INK CARTRIDGE FOR BJ-10EX PRINTER .....GG6637 .....19.99

CANON NICAD BATTERY PACK FOR BJ-10EX PRINTER GG9125 39.99

399.99

CANON BJ-200 BUBBLE JET PRINTER
80 COLOUMN, 248 CPS, 8 TYPEFACES, THREE PRINTING MODES, 1 YEAR WARRANTY. A FAST AND QUIET PRINTER WHICH GIVES EXCEPTIONAL QUALITY RESULTS.
FREE PRINTER LEAD MEMBERSHIP GG9138

INK CARTRIDGE FOR BJ-200 PRINTER .....GG9139 .....21.99

PRINTER LEAD (PARALLEL) FOR AMIGA, ATARI ST OR IBM PC .....GG5147 .....7.99

RIBBON (COLOUR) FOR CITIZEN SWIFT 9, 24, 200, 224 OR 240C PRINTER .....GG5637 .....14.99

RIBBON (COLOUR) FOR STAR LC200 PRINTER GG6680 .....10.99

RIBBON FOR CITIZEN SWIFT 24, 224 OR 240 PRINTER .....GG6042 .....6.99

RIBBON FOR CITIZEN SWIFT 9 OR 120D+ PRINTER ...GG6041 .....6.99

RIBBON FOR STAR LC200 PRINTER .....GG6679 .....6.99

RIBBON FOR STAR LC24-20 PRINTER .....GG6681 .....6.99

DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) GG5313 .....4.99

DISKS, BOXES ETC.

PACK OF 10 VERBATIM BRANDED 3.5" DSDD DISKS WITH LABELS .....GG9137 ...7.99

PACK OF 50 VERBATIM BRANDED 3.5" DSDD DISKS WITH LABELS GG5535 27.99

PACK OF10 TDK 3.5" MF-2DD DISKS (DSDD) .....GG9085 ...8.99

PACK OF10 TDK 3.5" MF-2HD DISKS (HIGH DENSITY) GG9086 13.99

PACK OF 20 3.5" GOLDSTAR HD DISKS WITH LABELS GG9118 16.99

PACK OF 10 5.25" GOLDSTAR DSDD DISKS (96 TPI, 720K) GG5265 2.99

PACK OF 10 GOLDSTAR 5.25" HIGH DENSITY DISKS (1.2 MB) ... .GG5266 ... 3.99

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS GG5752 10.99

BANX DISK BOX 3.5" (80) STACKABLE GG6591 12.99

DISK BOX 3.5" (10 CAPACITY) GG5187 1.99

DISK BOX 3.5" (120) LOCKABLE, DIVIDERS GG5323 9.99

ALL HARDWARE PRICES INCLUDE VAT & CARRIAGE TO UK MAINLAND

P&P inc.

SCART TELEVISION

WITH REMOTE CONTROL, MODEL KVM1410U. 60 CHANNEL TUNING, FRONT AV SOCKETS, REAR SCART INPUT, BLACK TRINITRON SCREEN, LOOP AERIAL

FREE SCART LEAD (STATE AMIGA, MEGADRIVE OR SNES) MEMBERSHIP

Special Reserve Games Club

0279 600204

The Biggest and Best computer games club in the world. Probably.

Join now for £6.99 (UK) and get all this:

- **Save £££'s on games** hundreds of special offers every month
- **NRG – CLUB MAGAZINE** 48 page colour bi-monthly magazine
- **Over £30 worth of coupons** in each issue of NRG to save even more money!
- **Latest News and Reviews** NRG keeps you up-to-date on games and hardware
- **WIN over £2000 worth of prizes** Free to enter competitions in every issue of NRG
- **Advance Order System** Order early. New games sent day of arrival
- **Credit Card Orders** Phone lines open to 8pm Mon-Fri & to 5pm Sat & Sun
- **No obligation to buy!** & all prices include UK Postage and VAT

We only stock official UK products

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. Please ring for latest information. E.& O.E.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) VET

Name_____

Address_____

_____ Postcode _____

Phone _____ Machine_____

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No_____

Credit card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas OrdersSurcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. *Overseas orders must be paid by credit card.*

FOR A FREE 8 PAGE COLOUR CATALOGUE PHONE 0279 600204

We only supply members but you can order as you join. Annual Membership: UK £6.99 EC £8.99 WORLD £10.99

NRG also contains competitions to win £££Es worth of prizes. Currently on offer: An autographed copy of Nigel Mansell's World Championship, 10 Lethal Weapon Videos and Games, Bubsy T-Shirts and pin badges. Sonic Cuddly toys and your chance to design the front cover of NRG!

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST and IBM PC.

Over 140,000 people have joined Special Reserve, so don't delay, join today! The club with no obligation to buy!

You can phone in your order or use this coupon ➤

SPECIAL RESERVE • SPECIAL RESERVE • SPECIAL RESERVE

TRUE STORIES

GET READY FOR THE GREATEST AMIGA EVENT EVER!

AMIGA FORMAT Live '93
WEMBLEY EXHIBITION CENTRE
7 - 9 MAY 1993

The time: 7th to 9th May
The location: Wembley Exhibition Centre
The event: Amiga Format Live
The Price: £7 (or £5.95 in advance)

After the runaway success of the Future Entertainment Show, we're proud to announce Amiga Format Live – a show entirely dedicated to the Amiga machine. Sponsored by Amiga Format – our sister magazine, and endorsed by Commodore UK, will have an estimated 120 exhibitors, displaying hardware and software to suit every Amiga owner.

Amiga music, art, video and, of course, games will all be staples of the show. One major area will be the Sound And Vision Experience, providing an Amiga sound studio, a graphics studio and full scale video production facility for visitors. Even Future Music and Camcorder Plus (some of our cousin magazines, if you like) will be there.

AMIGA POWER, meanwhile will have the Games Arcade. This area will feature row upon row of machines running the latest Amiga games, from the best software houses. Even GamesMaster magazine will be helping out the AP team on this one.

Finally, of course, Amiga Format themselves will be there, catering to the community of Amiga users who look beyond games. With products, people and software to set appeal to both dedicated Amiga owners and to music, video and graphics enthusiasts, the Amiga Format Live show promises to be the biggest event yet for owners of Commodore's ever-popular machine.

Amiga Format Live – set to emulate the success of the Future Entertainment Show.

GREETINGS AND SALUTATIONS

It's interesting to see Watchmen artist Dave Gibbons getting involved with one of Virgin's upcoming releases (see the news item opposite). This, coupled with Renegade using actual musicians from real live groups to create computer music for their titles is an encouraging sign. Not only does it indicate that the Amiga market is maturing, but it also points to a new era where professionalism and originality work hand in hand. Maybe I've got my rose-tinted glasses on at the moment, but I feel that ideas from outside the industry are just what we need right now. Even the way that Psygnosis are slowly merging the movie industry with CD has to be a Good Thing. Who could have foreseen movie stars recording dialogue for a computer game? Even if CD in its present form proves to be too limited in the playability stakes, the possibilities for the future are damned exciting. What we now need is a real cut in CD prices – and an A1200-styled machine incorporating a CD drive. Pitching CD to the high street electronics buyer isn't working, that's for sure. For CD to succeed Commodore really are going to have to target existing Amiga owners. And they better do it quickly, before the PC or Sega CD formats become the winners of the race.

Mark Ramshaw, Editor

SPORTIN' A WOODY

After a successful stint in the world of PD, the successful authors of titles such as *Microbes* and the *Defender*-influenced *Cybernetix*, are about to go professional.

Under the Vision Software label, the top New Zealand programmers are putting the finishing touches to *Woody's World*. A platform romp spanning more than 60 levels, each 64 screens in size, Vision are really going to town on the technical side of things as well as the playability. Sporting over one hour of music, 50 frames a second scrolling, 20 graphic styles, and support for Sega two button controllers.

The game itself is a vaguely *Mario*-esque romp with plenty of neat touches and player-friendly level design. *Woody's World* will be is scheduled for a March release.

LIONHEART DELAYED

Wouldn't you just know it. As we went to press last month, *Lionheart* was about to go into duplication – when, the German programming team at Thalion, on hearing our (very few) criticisms, decided to make some last minute changes. The most important changes are difficulty settings which alter the number of monsters and the actual layout of the levels, and the inclusion of a whole new level. The guys at Thalion also took heed of our Ed's comments regarding the hero's slightly suspect running motion, and have given the main sprite a more dynamic look, and added even more animation frames to the thing. We reckon all that's worth at least an extra percent, making it undoubtedly the king of its genre (the scrolling-flying-and-platform-hack-'em-up arcade adventure, if you must know).

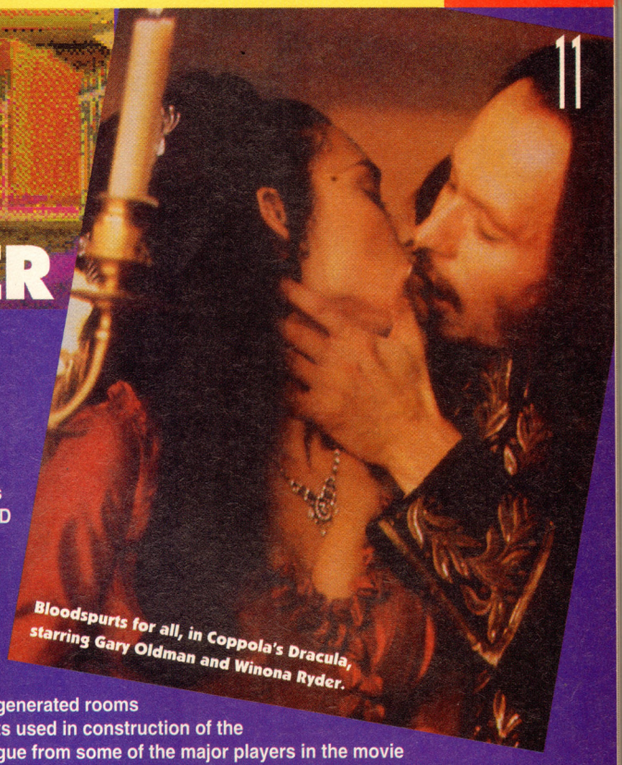
SILICA BREAK THE CD PRICE BARRIER

In an independent step to get Commodore's A570 CD drive established as a kosher piece of kit, Silica have chopped £100 off the retail price for a limited period, and thrown the mighty (though slightly ageing) *Sim City CD* into the bundle. That means you can now pick up the drive for only £249 (including VAT). *Sim City* on CD is essentially the same as its floppy disk counterpart, but with extra levels, time zones, and 10Mbs of sound data.

At the same time, Silica also have stocks of the old A500 Plus Cartoon Classics pack for £249, with *Zool, Pinball Dreams, Striker* and *Transwrite* (a word processor) thrown in free.

Interested? Give 'em a call on 081 309 1111, for information plus a 64 page catalogue of Amiga products.

WINONA RYDER IN COMPUTER GAME SHOCK!



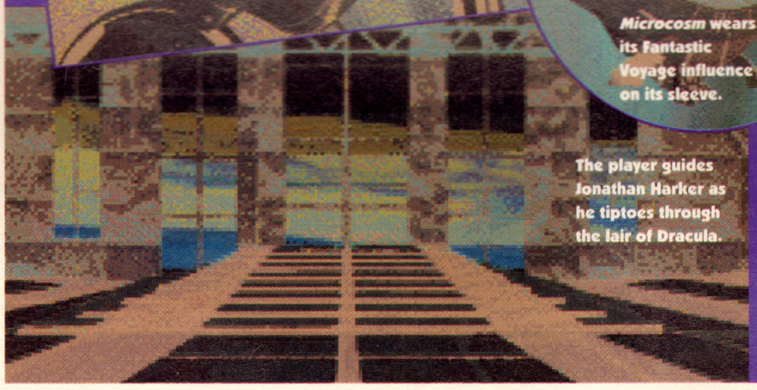
Bloodspurts for all, in Coppola's Dracula, starring Gary Oldman and Winona Ryder.

Moody lighting abounds in the CD interpretation of Dracula.

Well, sort of. Psygnosis are hard at work on a CD game based upon Coppola's new Dracula movie. Using over 15 minutes of footage from the movie, the creators are combining the movie scenes with computer-generated rooms based upon map layouts used in construction of the movie sets. Extra dialogue from some of the major players in the movie – including Gary Oldman as the Count – has also been recorded for the game. The scenes here are the moody computer-generated sets from the game – the characters have yet to be added. Rotoscoping is being used to obtain the best possible animation. Of course, we're not quite sure how interactive all this will be, and given the amount of work involved in creating such a complex CD Rom title, we don't advise holding your breath for a release date. The game will be released on Sega's Mega CD initially, with other CD formats to follow.

And here's another look at the long-awaited *Microcosm*.

Microcosm wears its Fantastic Voyage influence on its sleeve.



The player guides Jonathan Harker as he tiptoes through the lair of Dracula.

And speaking of CD titles with unknown release dates, does anybody remember *Microcosm* – Psygnosis' Fantastic Voyage-esque maiden journey into CD territory? Don't worry, it hasn't fallen by the wayside. And it really will be released this year. Probably. Meantime, here're a couple more images to drool over.

RUSHES

This month we offer a few more glimpses at the elusive *Battletoads*. Mindscape's conversion of the SNES hit has already hit a few snags, but things now look on course for a pretty faithful reproduction of the toad-tastic action.

Snow joke when your a toad – one of our heroes gets the big freeze.

One Battletoad, one animal foe, and one space invader. What's it mean?

Well if it isn't one of the platform-based levels of *Battletoads*.

WHO'S WATCHING THE WATCHMEN MAN?

Anybody who reads comics will recognise the name Dave Gibbons, winner of a Hugo award for his artwork on the acclaimed Watchmen strip. Now Gibbons has at last set his sights on the computer world, and teamed up with *Lure Of The Temptress* creators Revolution, for *Beneath A Steel Sky*, for Virgin Games.

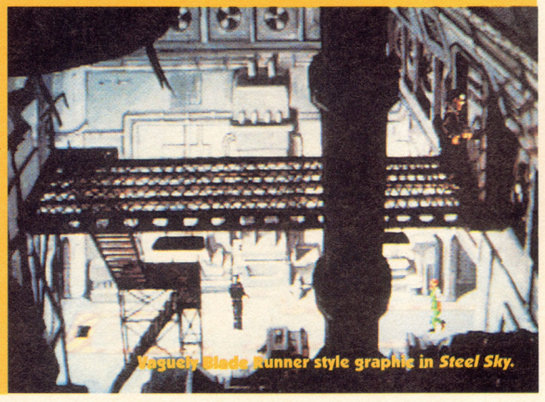
Using a tweaked version of the 'Virtual Theatre' system premiered in *Temptress*, Revolution are aiming to create a complex futuristic tale which is nonetheless simple to play and, of course, very stylish. Where Dave Gibbons fits into this is in creating the digitised art within the game, and in writing and illustrating an accompanying comic book to be given with the game. The story follows a character called Robert Foster on a journey to discover his true identity in a computer-controlled cyberpunk-style world.

"Revolution had the basic story outline, and I made suggestions and came up with character designs, the environment and situations," says Gibbons. "It seems to be a logical evolution of storytelling."

The last time we remember comics on the computer scene was with Palace's *Demoniak* – a collaboration with Judge Dredd and Batman writer, Alan Grant. That game suffered from being mainly text-based and too rigid in control. The use of the very graphic Virtual Theatre system should ensure that *Beneath A Steel Sky* sidesteps these problems, and Revolution Director Charles Cecil is keen to stress that a lot of thought has gone into the project.

"We learned a lot from *Temptress*," reckons Cecil. "At the time we had no idea how far we could go with the Virtual Theatre system. With *Beneath A Steel Sky* we spent a year designing it before any coding was done. During that year Dave Gibbons taught us a lot... we believed that combining our skills could produce something really special, something ground breaking – and it has. *Beneath A Steel Sky* incorporates techniques and gameplay design that no-one has done before."

The game will be available this summer.



Vaguely Blade Runner style graphic in *Steel Sky*.

GAMES FOR ALL

Adrian Gowen has spent the last four years running an Amiga club at local hospitals, and now hopes to expand it nationally. Adrian found that computers can be a great boost for people with severe mental or physical handicaps. "Going out with their friends or participating in sport just isn't possible for many of these people," he says. "The Amiga provides an escape from their day-to-day environment. We've found that some games are better suited to people with different handicaps, and in one case we had the joystick on one boy's electric wheelchair adapted to dual function so he could play games with it."

He's very appreciative of the support he's been getting from many of the software companies, a trend that he hopes will continue. Sensible have already supplied him copies of *Sensible Soccer* with which Adrian's set up a fledgling *Sensible Soccer* league. Psygnosis, Flair and Gremlin have supplied software, and Mindscape donated two Miracle keyboards. MicroProse have offered a free flight as a competition prize. "The support I've had in the last few months has been incredible, I only hope that it'll continue," says Adrian. He's now looking to expand the club nationally and hopes eventually to be able to provide a newsletter for each member.

Adrian wants to hear from disabled schools and individuals interested in joining this club. "Computers can bring so many benefits to disabled users, and with this club I believe that the Amiga can fulfil a social role by bringing like-minded people in contact with each other." If you're interested, send your enquiries to the AMIGA POWER office, and we'll pass them on.

AMIGA POWER RECOMMENDS

It's been a slow season so far, but thankfully last month saw a bit of a bumper crop of groovy games. Games, in fact, like these...

THE CHAOS ENGINE
(RENEGADE)

After a very quiet 1992, the Bitmap Brothers have burst back onto the scene in big style, with what might just be their best game yet. Certainly the mighty *Speedball 2*'s going to be looking over its shoulder as this glorious, innovative, action-packed but most of all enjoyable *Gauntlet*-ish shoot-'em-up rockets through the charts. It's crammed solid with things that make you go 'Wow! Why didn't anyone think of that before?', but mostly with things that make you go 'Hey! This is fun!' An absolute corker.

LIONHEART
(THALION)

This is far and away the prettiest platformer we've seen for a goodly long time, but for once gameplay hasn't been sacrificed in the quest for brilliant visuals. *Lionheart* is an action-packed explosion of hacking and slashing in the style of the coin-op classic *Rastan*, except with a hero so well-endowed with athletic fighting moves he could have stepped straight out of *Street Fighter II*. Being tons of fun and gob-smacking to watch, *Lionheart* is an unlikely must-have, but a must-have it nonetheless is.

NICK FALDO'S GOLF
(GRANDSLAM)

We thought everything there was to be said about computer golf had been said already by *PGA Tour* and *MicroProse Golf*, but then this came along and said it all again, except all in one sentence. Slotting sweetly in between the two previous games (and with graphics putting the much-touted *Links* to shame), *Nick Faldo's* is easy to get to grips with, beautiful to look at, an accurate simulation and, er, 35 quid. But if you want the best in computer golf and you can afford to pay for it, here it is.

HISTORY LINE
(BLUE BYTE)

Blue Byte's previous attempt at a user-friendly arcadey wargame (*Battle Isle*) was something of a flawed classic, but they've really got it right this time. Providing you've got at least two disk drives, this is a fast-moving, hugely accessible, painstakingly-designed and utterly gripping affair, with as much in common with most computer wargames as Bonnie Langford has in common with Australian Rules Football. *(Doesn't she play for the West Coast Eagles now? – Ed)* War is hell, but *History Line* is heavenly.

ALIEN^3
(ACCLAIM)

We've developed an unfortunate tendency to groan loudly and pretend not to be listening whenever anyone announces a movie licence game, and if they also say it's going to be a multi-level platform shoot-'em-up, well, we just go on a long lunch and hope it's gone away by the time we get back. *Alien*^{3}, though, while being generic and almost nothing whatsoever to do with the film, is a brilliantly entertaining game with a genuinely tense atmosphere and spooky feel. Scare yourself to death.

DARKSEED
(CYBERDREAMS)

...and if *Alien*^{3} doesn't finish the job, this almost certainly will. An H R Giger-inspired nightmare of a graphic adventure, *Darkseed* is truly gruesome in parts, and quite alarming for adventure fans used to the slapstick humour or elves-and-fairies whimsy of most successful games in the genre. The graphics are great, the story line's totally engrossing, and there's characterisation of a level all too rarely seen in computer games of any sort. This one put the willies up us something rotten.

RESERVE YOUR COPY NOW!

MAG*SAVE

RESERVE YOUR AMIGA POWER

DEAR MR NEWSAGENT

I think AMIGA POWER (the magazine with attitude) is really rather good, and I'd very much like you to reserve it for me every month. Thanks.

Name: .....

Address: .....

.....

INTRODUCING THE COMPLETE CONTROL HOTLINE

After the success of our Complete Control section and the AMIGA POWER tips video, comes the Complete Control Hotline. Each phoneline carries just under three minutes of solid tips – no waffle, just pure essential playing guides on the game of your choice.

NB: Please get permission from the person responsible for paying the telephone bills before you call.

1 ZOOL
Tel: (0336) 420350
Tim Tucker dispenses hot tips to take Gremlin's ninja ant to the max.

2 KGB
Tel: (0336) 420351
Tim Norris is at hand to aid you in your Soviet spying and skulduggery.

3 SHADOWORLDS
Tel: (0336) 420352
Help your marines wipe out the alien scum with Mark Winstanley's tips.

4 ASSASSIN
Tel: (0336) 420353
Mark Winstanley helps you make it through Team 17's latest smash hit.

5 ROAD RASH
Tel: (0336) 420354
Stuart Campbell tells you how to ride faster and play dirtier.

6 BAT 2
Tel: (0336) 420355
Hear Tim Tucker's helpful hints on getting through this French epic.

Calls cost 36p per minute cheap rate (6pm-8am and all weekend), and 45p per minute at other times. Maximum call costs £1.34

ONLY £1 for an entire cheap rate call

AMIGA POWER PENGUIN GALLUP CHARTS TOP 100

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (NE) **STREET FIGHTER II** US Gold £27.99 ★★★★
2 (1) **ALIEN BREED: SPECIAL EDITION 92** Team 17 £10.99 ★★★★
3 (3) **SENSIBLE SOCCER 92/93** Renegade/Mindscape £25.99 ★★★★★
4 (NE) **WING COMMANDER** Origin/Mindscape £34.99 ★★★
5 (2) **ZOOL** Gremlin £25.99 ★★★★★
6 (13) **PREMIER MANAGER** Gremlin £25.99 ★★★★
7 (NE) **INDIANA JONES: FATE OF ATLANTIS** US Gold £37.99 ★★★★★
8 (14) **DIZZY-PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★
9 (23) **F16 COMBAT PILOT** Action 16 £9.99 ★★★
10 (24) **AV8B HARRIER ASSAULT** Domark £34.99 ★★★★★

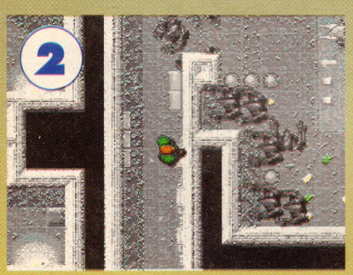
11 (5) **JAMES POND** GBH £7.99 ****
12 (9) **TRIVIAL PURSUIT** Hit Squad £7.99 **
13 (11) **WWF EUROPEAN RAMPAGE TOUR** Ocean £25.99 *
14 (6) **ROAD RASH** EA £25.99 ***
15 (17) **PRINCE OF PERSIA** Hit Squad £7.99 ****
16 (20) **CAMPAIGN** Empire £34.99 ****
17 (18) **SPELLBOUND DIZZY** Code Masters £7.99 ***
18 (21) **LOTUS TURBO CHALLENGE** GBH £9.99 ***
19 (16) **STREET FIGHTER** Kixx £9.99 ****
20 (33) **TEST DRIVE 2** Hit Squad £7.99 **
21 (42) **PGA TOUR PLUS** EA £29.99 ***
22 (4) **ARCHER MACLEAN'S POOL** Virgin £25.99 ****
23 (8) **PINBALL FANTASIES** 21st Centurty £29.99 *****
24 (28) **SHOOT 'EM UP KIT** GBH £9.99
25 (39) **SWIV** Kixx £9.99 *****
26 (37) **FORMULA 1 GRAND PRIX** Microprose £34.99
27 (36) **FIRST DIVISION MANAGER** Code Masters £7.99
28 (12) **HUMANS** Mirage £29.99 ***
29 (7) **INDIANA JONES-GRAPHIC ADVENTURE** Kixx XL £14.99 *****
30 (19) **MONKEY ISLAND 2** US Gold £37.99 *****
31 (29) **MIDWINTER** Kixx XL £12.99 ***
32 (46) **SUPERCARS 2** GBH £9.99
33 (27) **JIMMY WHITES WHIRLWIND SNOOKER** Virgin £29.99 *****
34 (31) **CIVILIZATION** MicroProse £34.99 ***
35 (41) **MAGIC LAND DIZZY** Code Masters £7.99 **
36 (NE) **AMERICAN TAG TEAM WRESTLING** Zeppelin £7.99 *
37 (32) **FUN SCHOOL 2 OVER 8s** Hit Squad £7.99 N/A
38 (26) **PANZA KICK BOXING** Kixx £9.99 *
39 (RE) **BUBBLE DIZZY** Code Masters £7.99 ***
40 (NE) **FUTURE WARS** Kixx XL £12.99
41 (10) **PUTTY** System 3 £25.99 *****
42 (49) **BATTLEHAWKS 1942** Kixx XL £14.99 ***
43 (72) **DOCTOR WHO-DALEK ATTACK** Alternative £16.99 *
44 (35) **FIRE AND ICE** Renegade £25.99 ****
45 (22) **LOTUS 3: THE ULTIMATE CHALLENGE** Gremlin Graphics £25.99 *****
46 (NE) **ROBOCOP 2** Hitsquad £7.99 ***
47 (69) **TREASURE ISLAND DIZZY** Code Masters £4.99 ****
48 (53) **CAPTAIN DYNAMO** Code Masters £7.99 **
49 (63) **JOHN MADDEN AMERICAN FOOTBALL** EA £29.99 *****
50 (15) **NIGEL MANSELL'S WORLD CHAMPIONSHIP** Gremlin £29.99 ****
51 (38) **ASSASSIN** Team 17 £25.99 ***
52 (73) **PRO TENNIS TOUR** Hit Squad £7.99 ****
53 (RE) **MINI OFFICE** Europress £59.99
54 (29) **ULTIMA V** Origin/Mindscape £29.99 ****
55 (99) **NZ STORY** Hit Squad £7.99 **
56 (43) **FUN SCHOOL 2 6-8 YEARS** Hit Squad £7.99 N/A
57 (56) **FALCON** Action 16 £14.99 ***
58 (55) **JACK NICKLAUS GOLF** Hit Squad £7.99 **
59 (NE) **SIM EARTH** Ocean £34.99 *
60 (52) **RAINBOW ISLANDS** Hit Squad £7.99 *****
61 (40) **CURSE OF ENCHANTIA** Core Design £34.99 *****
62 (RE) **LEMMINGS** Psygnosis £25.99 ****
63 (54) **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ****
64 (61) **ZAK MCKRAKEN** Kixx XL £12.99 ***
65 (NE) **NICK FALDO'S GOLF** Grandslam £25.99 ****
66 (87) **LETHAL WEAPON** Ocean £25.99 ****
67 (NE) **PITFIGHTER** Hit Squad £7.99 *
68 (NE) **SMASH TV** Hit Squad £7.99 ***
69 (70) **BIGNOSE THE CAVEMAN** Code Masters £7.99
70 (45) **DREAM TEAM** Ocean £25.99 **
71 (NE) **SWITCHBLADE 2** GBH £9.99 ***
72 (50) **ARCADE FRUIT MACHINE** Zeppelin £7.99 *
73 (100) **SPACE CRUSADE** Gremlin £25.99 ****
74 (96) **PROJECT X** Team 17 £24.99 ***
75 (NE) **BC KID** Ubi Soft £25.99 *
76 (68) **LURE OF THE TEMPTRESS** Virgin £30.99 *****
77 (NE) **MOONSTONE** Mindscape £30.99
78 (59) **SABRE TEAM** Krisalis £25.99 ****
79 (91) **BUBBLE BOBBLE** Hit Squad £7.99
80 (51) **FUN SCHOOL 2 UNDER 6** Hit Squad £7.99
81 (67) **TV SPORTS BOXING** Mindscape Classic £14.99 **
82 (88) **PICTIONARY** Hitsquad £7.99 **
83 (45) **KYRANDIA** Virgin £35.99 *****
84 (RE) **ITALIA '90** Tronix £9.99 ***
85 (97) **FLIGHT OF THE INTRUDER** Action 16 £14.99 ***
86 (NE) **3D POOL** Kixx £9.99 **
87 (NE) **TREASURES OF THE SAVAGE FRONTIER** US Gold £32.99 **
88 (85) **NO SECOND PRIZE** Thalion £25.99 ****
89 (RE) **CRUISE FOR A CORPSE** US Gold £27.99 ****
90 (RE) **AQUA VENTURA** Psygnosis £25.99 **
91 (RE) **DUNE** Virgin £29.99 ****
92 (62) **COMBAT CLASSIC** Empire £29.99 ****
93 (34) **SANTA'S XMAS CAPER** GBH Gold £9.99
94 (81) **ULTIMATE GOLF** GBH Gold £9.99 **
95 (94) **FRANKENSTEIN** Zeppelin £7.99 ***
96 (RE) **CAPTIVE** Mindscape £24.99 ***
97 (NE) **BATMAN - THE MOVIE** Hit Squad £7.99 ***
98 (NE) **SPACE SHUTTLE SIMULATOR** Virgin £30.99 **
99 (47) **LEMMINGS / OH NO! MORE LEMMINGS** Psygnosis £29.99 ****
100 (RE) **M1 TANK PLATOON** MicroProse £24..99 ****

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

STREET FIGHTER II

It was kind of inevitable, but the conversion of the most popular arcade game of all time and the biggest game on the Super Nintendo has shot straight into the charts at number one. It's the best beat-'em-up on the Amiga, but it's about to face a real challenge with the imminent release of Team 17's *Body Blows*. And speaking of Team 17...

ALIEN BREED SPECIAL EDITION '92

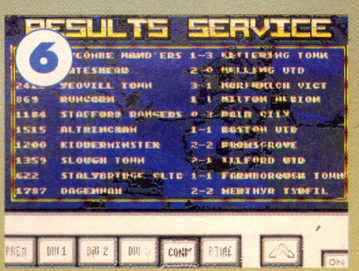


To prove it was no fluke at number one last month, *Alien Breed* is still hovering menacingly at number two. Martyn Brown said "The most important aspect has been the feedback from players of the game – it's been absolutely brilliant. It also shows that there's no need to shower a product with hype and incredible ad-spend in order for it to succeed. As for the number one spot...well, we'll see about giving that some competition in the near future."

WING COMMANDER

Long considered the best game on the PC, *Wing Commander*'s conversion to the humble Amiga is new in at number four. James Morris at Mindscape said "The fact that *Wing Commander*'s sold so well proves that what many said couldn't be done is achievable. We're extremely pleased that the game has proven as popular with Amiga owners as it was originally on the PC."

PREMIER MANAGER



Perhaps a bit of a surprise to see a football management game at number six, but it's not for David Martin at Gremlin. "It took a little while to hit the consumer market in general, and now it has the game has taken off in a big way. Evidence once again that quality is the key to success."

DOWNTOWN LA 2004
A ROOF TOP IN THE CRIMESVILLE DISTRICT.
I'M GONNA ASK JUST ONE MORE TIME...
THAT'S IF YOU LIVE LONG ENOUGH PAL!
'BOUT TIME YOU SAW MY POINT OF VIEW.
THWOK!
NOW... WHERE'S APEX?
LATER...
NICE LITTLE WORK OUT YOU PREPARED PROF...
YES AND NOW WE KNOW WHERE APEX IS.
... THE REAL ACTION STARTS!
AFTER A FEW MODIFICATIONS TO YOUR GENETIC MAKE-UP.
HEY SCOTT, IT'S TIME TO HIT THE CITY!
C'MON YOU GUYS - I JUST GOT APEX IN MY SIGHTS.
BUT YOU'VE BEEN PLAYING SUPER HERO ALL DAY!
YEAH! AIN'T IT GREAT!
SUPERHERO
YOU'VE READ THE STRIPS
NOW TASTE THE REAL ACTION
Create any superhero and save the world.
All in the comfort of your own secret hideout.
Available on the Amiga
Psygnosis Ltd, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Tel: 051 709 5755
PSYGNOSIS

THE SHAPE OF THINGS TO COME

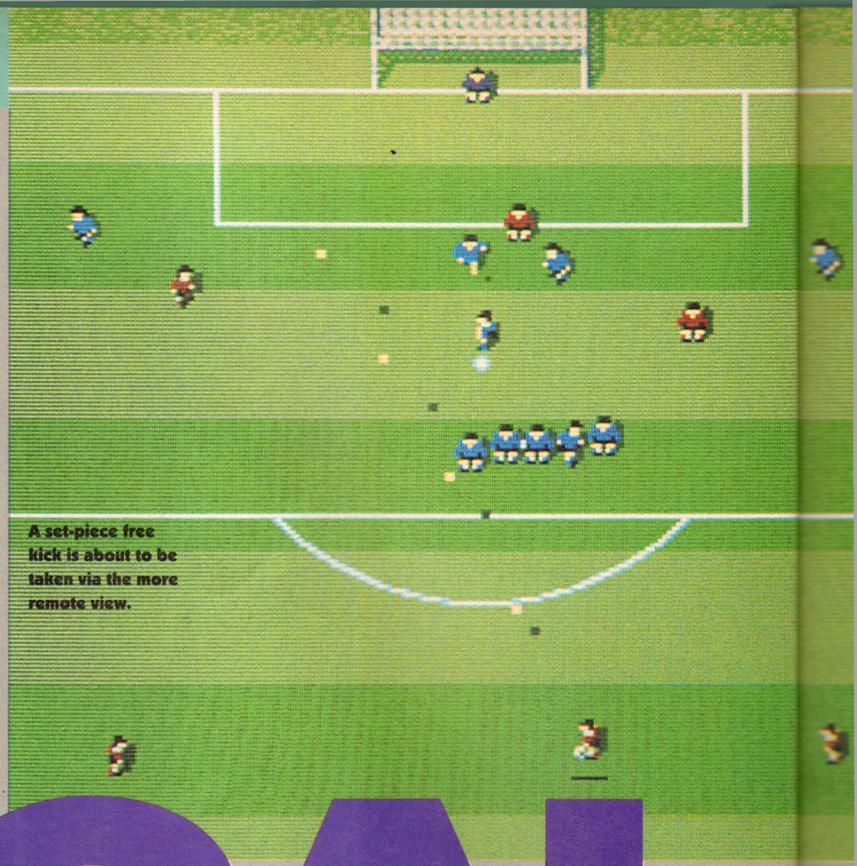
Astrology can't possibly help you. What do the stars know about Amiga games? Only we can find out.

Game: Goal
Publisher: Virgin Games
Authors: Dino Dini (Design & Code), Design Systems (Visuals), Allister Brimble (Sound)
ETA: Summer

Briefly: Dino Dini, the coder behind *Kick Off*, *Kick Off 2* and *Player Manager*, was working on a *Kick Off 3* for Anco. Now he's not. Now he's working for Virgin Games on a football simulation provisionally titled *Goal*. Why? Who won the war anyway? (Joke.) Oops...

The Creator Speaks: We don't like *Kick Off*. It's nothing like football. Oh, and so having a ball stuck to your foot is realistic is it? Get real. Do you really want to play for 90 minutes? With all the tedious staccato play? And so on?

"People want a result," says *Goal* author Dino Dini. "You need the elements of football but you also have to supply what people want from a computer game."



A set-piece free kick is about to be taken via the more remote view.

GOAL

The good news for those who found *Kick Off* unplayable is the player control has been improved no end for *Goal*. Each player's abilities are determined by eight attributes: pace (top speed), stamina (endurance), aggression (the likelihood of performing a foul), resilience (the likelihood of sustaining injury during a tackle), passing and shooting accuracy, and tackling and 'keeping skills.

You can still dribble the ball, trap and pass it, and perform headers, scissor kicks, and chips (only now you can determine the height) but, to make life easier, three new variables have been introduced: acceleration, deceleration and turning circles.

It's not as complicated as it sounds. The players don't immediately run at full pelt, and they don't all stop on a ha'penny. The faster a player's moving, the larger his turning circle. What it boils down to though is greater ball control at slower speeds. And because a player actually turns and defending players can't move through his back, you can keep them at bay.

"The philosophy behind the changes is that it's easier to play to start with but has greater depth," says Dino. "You can play straight away and as your confidence grows you can play faster and show more skill."

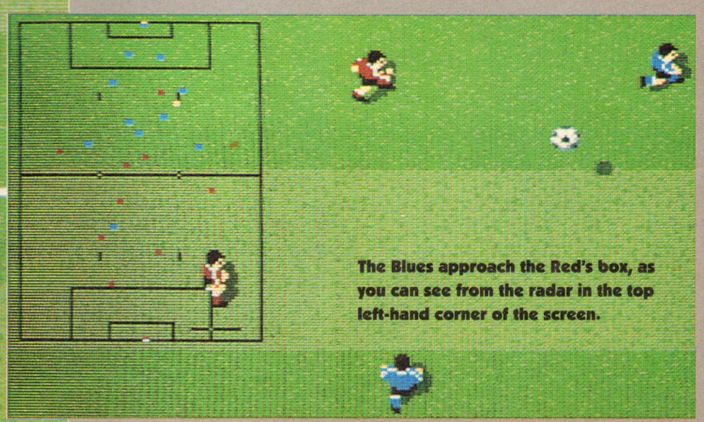
"A potential *Sensible Soccer* socker"

The behaviour of the computer-controlled players on your team has been improved, too. "They don't tackle and foul as they used to in *Kick Off*. That was a problem. Only the human player has that privilege now."

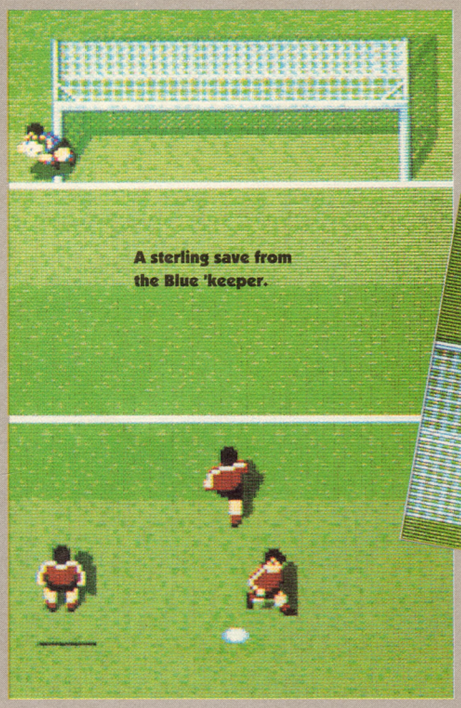
There's no offside rule. "I've never been a fan," says Dino. "Maybe you need it in real soccer, but you don't need it here."

What about new regulations, such as the backpass rule? "*Goal* is structured such that there won't be an opportunity to

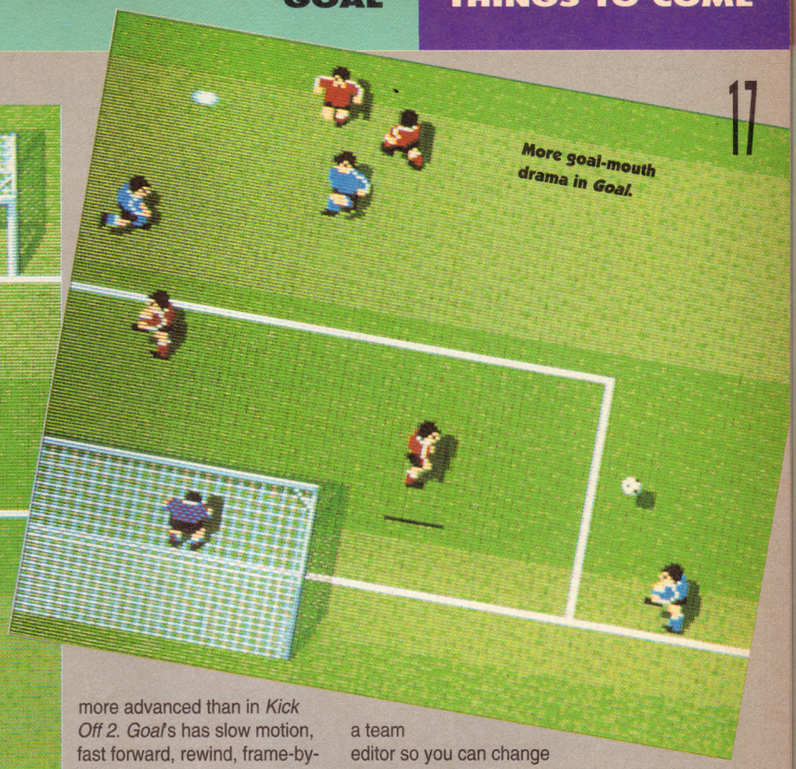
The Red 'keeper's at full stretch.



The Blues approach the Red's box, as you can see from the radar in the top left-hand corner of the screen.



A sterling save from the Blue 'keeper.



More goal-mouth drama in *Goal*.

break the new backpass rule, it's as simple as that."

Goal sports two viewpoints: a close up one a la *Kick Off* and a more remote look. You can play with either or both – you decide whether to switch between them manually when necessary or leave the computer to display the more remote view for throws, corners and goal kicks.

"The players are larger but the scale is the same as *Kick Off*," says Dino. "The angle of the view to the pitch has changed – it's decreased from 70 degrees to 45 degrees, so it's less of a plan view.

"All the graphics have been redone. All the players and pitches...

A Red player takes a dive in the box.

There are four new pitches: muddy, which is the heaviest; normal, which is like Wembley; wet; and the stripy one, which is similar to the normal pitch. There's no icy pitch – no-one ever played it. There are six kit styles, too (the same as *Kick Off 2* in fact)."

A large portion of memory has been allocated for atmospheric spot effects. As well as such essentials as whistles, player grunts and so on, the crowd sound features chants and grows louder as the ball nears a net.

"There'll be more sound than in *Kick Off*," says project manager Mike Meringue. "There are all sorts of possibilities, like the crowd chanting when a cack player's on the ball, and being more appreciative when a good player's in possession. And things like "OOOOAAAH!" for near misses."

Dino's adopted a new approach to the execution of throws, corners and set-piece free kicks. Gone are the tedious icons and preset joystick movements. Now a line of dots is used to represent the strength, direction and height of the throw or kick. The position of the wall and the number of players in it is easy to determine.

Aftertouch can be used immediately after any throw or shot, be it a set-piece or the 'keeper. (Aftertouch is the football simulation equivalent of controlling a character slightly in mid-jump in a platformer, only here it's the path of the ball which is affected. It's impossible and hardly realistic but it is a real playability booster.)

The 'keeper automatically performs all the saves to the best of his ability, but you get to control a few steps and determine where he throws or kicks the ball, with aftertouch if need be. You do, of course, control the 'keeper's diving when on the receiving end of a penalty.

Penalties are less hassle. From the penalty spot, the player simply kicks the ball in the desired direction, affecting the elevation and applying aftertouch if desired. There's no arrow to watch as there was in *Kick Off*, and no fuss.

The replay feature is more advanced than in *Kick Off 2*. *Goal*'s has slow motion, fast forward, rewind, frame-by-frame advance and reverse, and a save facility.

The tension mounts as the Reds and Blues battle for the ball.

And as far as options are concerned... "There'll be the standard cups and league systems, and you'll be able to edit them," says Mike Meringue. "We're definitely having all the teams and players from the English, French, Italian and German Premier Leagues. There are 22 teams in the English Premier League, 20 in the French and 18 in the Italian and German, so that's at least 78. We're looking at having some more teams, but we may leave it at that because there'll be a team editor so you can change the names."

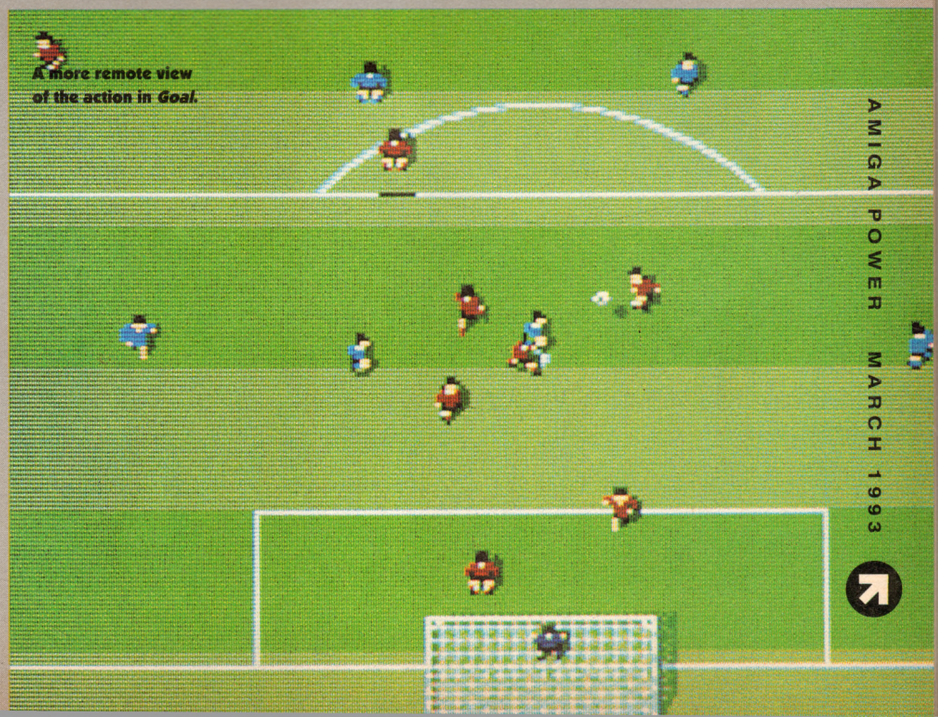
Perhaps one of the biggest additions to *Kick... – Goal*, sorry – is the option to play with the pitch view rotated through 90 degrees, ie, the goals are positioned to the left- and right-hand sides of the field. "People asked for it, it's as simple as that," says Mike Meringue. "The playability's the same. It's just a matter of taste."

But what does Dino think of the competition? "I've had little experience with other football simulations, so I wouldn't like to comment."

Will he spend the rest of his life writing soccer simulations? "I don't know. But I'd like to do a player management simulation with the *Goal* engine. There's a lot of potential there."

Verdict So Far: At the end of the day, I reckon the boy Dini's done good. *Goal*'s a potential *Sensible Soccer* socker for sure.

● *GARY PENN*



A more remote view of the action in *Goal*.

Kilbaba's a bad boy, and his henchmen are heavily into macho posturing with large guns.

With intro screens like this, you just know things are going to explode with alarming regularity.

Hold on, why all the trees? Isn't this *DESERT strike*?

DESERT STR

Publisher: Electronic Arts
Authors: In house
ETA: Mid February

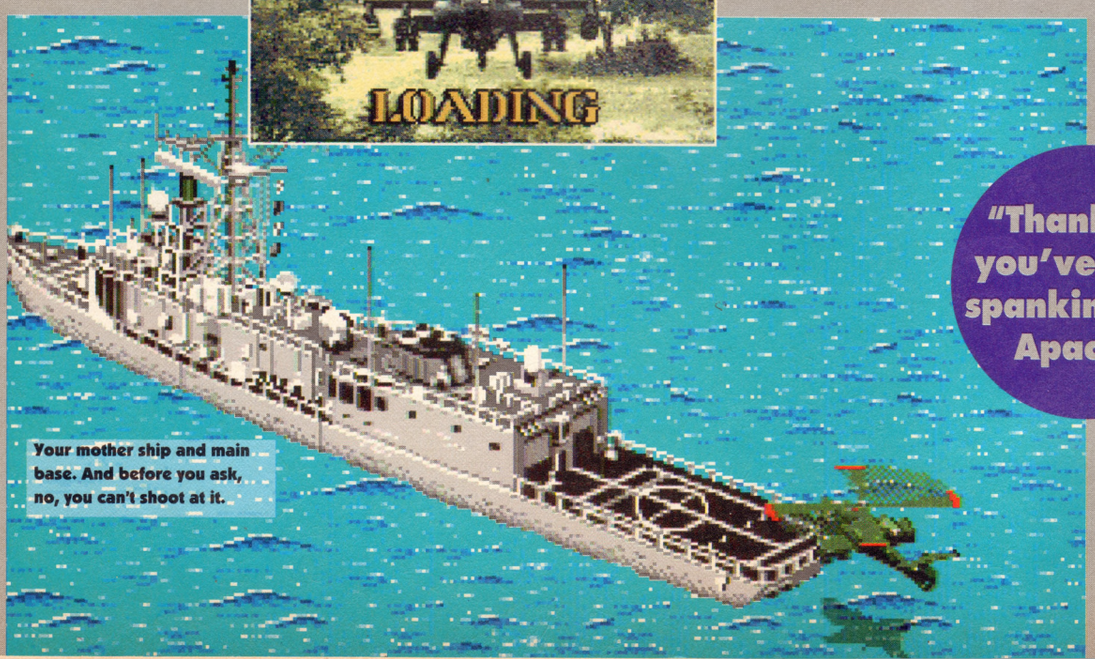
Briefly: There can't be many games that have a multi-billion dollar advertising budget, but that's what the Gulf War was for the the creators of *Desert Strike*. The setting, missions and weaponry are all shamelessly ripped off from the bang-shoot of '91 whose most memorable fact was that the Americans killed more allied soldiers than the Iraqis did. It's been kicking around on the consoles for about a year now, and been an enduring hit, but it's taken until now to get onto the Amiga.

Desert Strike's set in a mythical and unnamed gulf state ruled by the tyrannical dictator General Kilbaba, who bears more than a passing resemblance to a certain Mr S Hussein, 13 The Poplars, Baghdad. This evil ruler's been making nasty advances on his friendly neighbours, and purely for the sake of world peace (and nothing at all to do with the oil reserves, honest guv), the Yanks have decided to stick their nose into an escalating situation that's nothing to do with them. Rather than start a full-scale ground war, they've decided to send in small scale strikes to cripple the country. In the first wave, ground units have established forward supply bases and got shot up into the bargain, so it's up to you to go in as the second wave, save your buddies, blast the bad guys, win the war and generally be the kind of hero that John Wayne was in Sands Of Iwo Jima.

Thankfully you've got a spanking new Apache ground attack helicopter and a co-pilot to help you in this task, and plenty of state-of-the-art firepower to throw at the bad guys. Flying at a steady height over the desert, you can move in any direction across an isometric 3D terrain. Essential to the game is the map screen, which shows you all your targets and supplies, and pinpoints allied soldiers that have been listed missing in action (MIA).

Speaking of explosions, check out this 'Wuumph' compared with the rather feeble SNES 'pop'.

Initially, there are quite a few MIA's, but as the game progresses, they get killed off by roaming enemies. Apart from the obvious humanitarian aspect of chopping the enemy into meaty shreds to save the lives of your fellow countrymen, it's worth picking them up, as every time you transport them to a friendly base, your damaged helicopter is repaired. Fuel and ammunition are limited (you get a realistic load of missiles and cannon shells) and once you've exhausted the base supplies, you've got to scrounge your enemies' dumps. These are hidden in buildings all over the place, and it's quite a skill to balance attacking objectives with resupplying at the right time.



Your mother ship and main base. And before you ask, no, you can't shoot at it.

"Thankfully you've got a spanking new Apache"

The Creators speak:
I asked Gary Roberts from Electronic Arts why it had taken so long to get round to doing the Amiga version. "We didn't start it until we'd almost finished the original, and

IKE

'It's the Turtle Wax, I tell you, it brings out the colour, mate.'

Stormin' Norm himself tells you what to blow up. Pretty much everything, really.

The war zone is littered with wreckage, and echoes to distant gunfire.

The map screen. So you don't, er, get lost.

As part of the new graphics, the power station's had a total redesign, but that won't stop you reducing it to a pile of bricks.

it's taken us longer than we expected. Sure, we could have knocked it out in a shorter time, but we've put in all manner of new improvements. The basic game structure is the same as the Sega version, but we've totally redrawn or touched up ALL of the graphics." The Amiga version certainly looks wonderful, making the Sega version appear quite bland by comparison and Gary explained why. "We've redrawn them in 32 and 64 colours as we felt that the original Sega sprites (in 16 colours) just weren't good enough for an Amiga game. We've also made the desert background look more like a battle-field by putting in burning vehicle wrecks and smoking oil patches."

An unlucky US pilot loses his no-claims bonus.

Apart from glaringly obvious differences such as a completely re-designed power station, the most noticeable additions to the graphics are the huge fireballing explosions that replace the rather weedy blips of the original. "We took the explosions from a video of real missiles hitting targets, and then hand drew them from this video reference. These pyrotechnic displays take up over 40K, but we've found that people like explosions in games, and the satisfaction of taking out an airfield is so much more with these new effects."

The other major improvement is the sound, which is just wonderful. Distant gunfire and explosions add to the feeling of being in a war zone, the soldiers scream when you blast them, and there are even voices that warn you that your armour is critically low. I thought that using a woman's voice was a bit out of place, but Gary set me right. "The US Air Force are now using women's speech to warn pilots of impending danger. They actually digitise the pilot's daughter or wife, as they've found these attract the pilot's attention in the heat of battle." I stand corrected, and can't argue with McDonnell Douglas (makers of the Apache) who have given the programmers advice and reference videos to get the feel of the game right. Most of the sound, in fact, has been digitised from US training videos.

Although the game structure is the same, Gary says that the gameplay is a lot more dynamic. "There're more private wars going on between American and gulf foot soldiers, and the enemy are more aggressive towards the Apache, they'll even destroy buildings to get at the chopper. Overall we feel that it's more than a straight conversion, and that it's far better than the Sega version, which is no mean feat!"

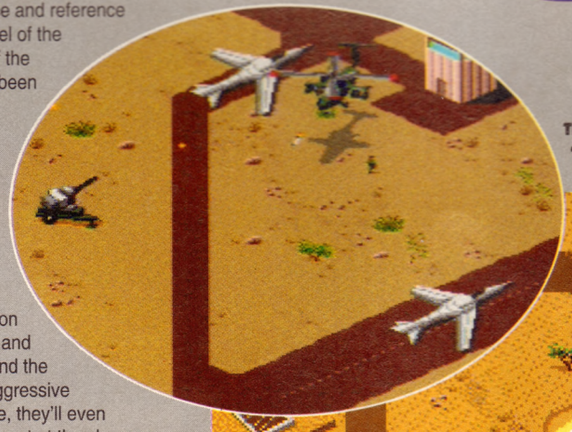
As far as questions about the sequel *Jungle Strike*, everyone at EA is being cagey. "I've seen a fair bit of it," admits Gary, "but I'm just going to sit back with a big grin on my face and tell you to watch out for it, it's awesome!"

Verdict so far:

Visually, *Desert Strike*'s even more impressive than either the Sega or Nintendo versions, with bigger and better graphics and sound, and EA are even considering releasing data disks to expand the number of missions, though this is, of course, some way off. It's good to see that a software company has taken the time to do a proper conversion from one format to another, and although we've yet to see a finished copy, it looks as though this will run as smoothly and quickly as the original. This game's been a top 10 Mega Drive game ever since it was released, for the simple reason that it's incredibly good fun. And with this new version, it looks like Amiga owners are definitely going to get one better than those console types.

● *MARK WINSTANLEY*

"We took the explosions from a video of real missiles"



There're groovy delta-wing jets and huge 'Badoosh!' fireballs on the Amiga version.

Baby Chuck does what babies do best in these pics – howling the place down. You can see how fab the graphics are, but not how gorgeously animated they are.

CHUCK ROCK II SON OF CHUCK

Game: Chuck Rock II – Son Of Chuck
Publisher: Core Design
Authors: Dan Scott (programming), Richard Morton (graphics)
ETA: April

Briefly: You've probably already worked out for yourself that this is the sequel to *Chuck Rock*, yes? In this latest prehistoric (er, if that's not a contradiction in terms) lark, Chuck and Ophelia Rock's son Chuck II sets out to rescue his kidnapped pop (now a successful car manufacturer) from the clutches of evil industrial rival Brick Jagger, head of the Datstone Car Company (oh please, etc). This he does with the aid of a big club (replacing Dad's belly-butt and rock-lobbing escapades from the first game) with which he maims and brutalizes his way through five levels (each divided into three stages) of *Chuck Rock*-style arcade platforming mayhem.

"The graphics will have the leading edge over *Sonic*"

The creators speak: Dan and Richard are both 19 and between them have worked on games as diverse as *Premiere*, *Heimdall*, *Wolfchild*, and *Scooby And Scrappy Doo*. They're very proud of their new baby, pointing out an impressive list of technical achievements (3-layer parallax, 50 frames-a-second scrolling, hundreds of colours on screen, realistic ropes and slopes and so on), but also keen to emphasize that this is going to be a game first and foremost.

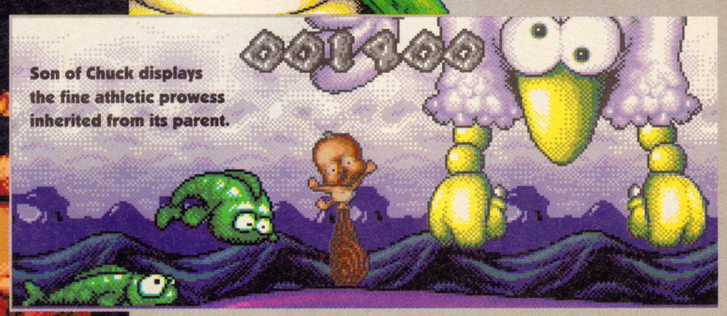
"We hope to have more variation than something like *Sonic The Hedgehog*," as we thought *Sonic* lacked depth of gameplay. Certainly the graphics will have the leading edge over Sonic," they claim, which is a pretty bold start. Still, looking at what they've done so far, there's maybe some truth to it. Certainly, there are some extremely impressive graphic exhibitions on display – the level one boss apparently measures a phenomenal 192x762 pixels, which bearing in mind that the whole Amiga screen in standard mode only measures 320x256 pixels, is pretty damned stunning.

"We think that *Chuck II*'s technically far superior to *Chuck 1*," says Dan. "The sprites are bigger, there're more colours, baddies made up of 27 separate sprites – basically, we're pushing the Amiga as far as it can go in this genre." The boys have had a while to practice – *Chuck II* was begun in late 1991, but postponed for a few months while the team worked on the graphically-gorgeous Mega Drive CD title *Wonderdog*, as well as the Mega CD version of the first *Chuck Rock*.

"We've actually had quite a lot of time for this, on and off, more than we had for the first game. We've needed it, because we had to think harder to come up with new ideas and characters that we didn't use in the first game, and producing different backgrounds for all the levels was a bit of a problem too. We've got as much freedom as we want in designing the game, but time is a constant bugbear."

Verdict so far: It's more of the same, certainly, but this is looking pretty impressive. The giant sprites are excellent, the sub-games add a little variation, and the slapstick humour of the first game is back in force. We loved the first game, and although we'd like to see this one speeded up a little bit from the early demo we looked at, I wouldn't be at all surprised if we ended up loving this one too.

● *STUART CAMPBELL*

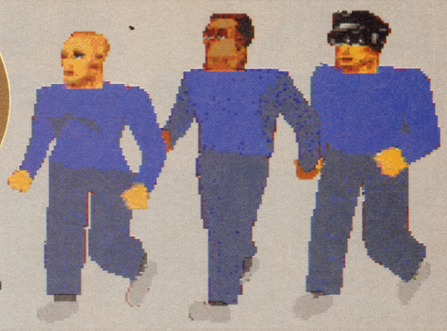


Son of Chuck displays the fine athletic prowess inherited from its parent.

Left: Get a load of those graphics, Mrs McGinty. As you can see, *Chuck II* boasts slopes, curves and loads more of those wacky dinosaur dudes.

Fans of William Gibson's books will be instantly familiar with the concept of *Cyberspace*.

Above: The impressive first-person view with HUD overlay.



CYBERSPACE

Game: Cyberspace
Publisher: Empire
Authors: Oxford Digital Enterprises
ETA: July

Briefly: As Richard Yapp of ODE says, "It's impossible to describe *Cyberspace* briefly." Let's hand the mic over to him...

The creators speak: "Based on the tabletop role-playing from Iron Crown Enterprises, *Cyberspace* creates an entire city viewed in full-screen 3D perspective. An adjustable head-up-display is the player interface, there's no control panel as such."

It all sounds suspiciously like virtual reality.

"Yeah, it's such a misused term, but I really haven't seen another computer game which comes as close to virtual reality as this one. With the user-definable HUD the player can even define how the game is controlled."

Is all the action city-based?

"Yes, it's all indoors – though the player does get the occasional glimpse of the world outside. The city actually contains around one million people, all going about their work in 100,000 different buildings. We're really trying to create a living, breathing city – but we want to make sure that it doesn't result in a worthy but boring game.

The city's inhabitants all interact with each other, have places to live, work and so on. They even all look different – achieved using a combination of bitmaps and vectors. Different characters even have different walks - plus they'll be noticeably different when it comes to communicating with them."

How does the communication work?

"It's context sensitive, with characters responding to the player's questions (available from a list). It's also possible to show a character an object to prompt a different line of conversation. When replying to questions from the computer characters, the player isn't just limited to a yes or no, but can be sarcastic, aggressive etc. All these elements will affect how they, and their colleagues deal with you. The fact that computer characters relate opinions about you to other computer characters is an important point to remember. It's possible to build up alliances, enemies, different companies, gangs, agencies – which you can either alienate or befriend."

Where does the Cyberspace element fit into it?

"The game is set one hundred years in the future, in a massive American city. A mega corporation owns most of the buildings, with guards patrolling their corridors – cannon fodder if you like. Killing the average man on the street has more far reaching consequences. Although there's a heavy adventure element – the player doesn't initially know what the ultimate goal is – there's a fair bit of combat in the game. Hooking up to computers in the city takes the player into cyberspace itself – a computer generated world within the game world. Doing this will lead to countless sub-plots.

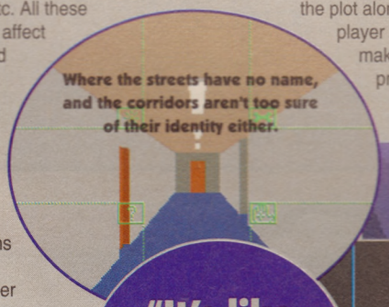
Although it's based around the tabletop game, we've decided to concentrate on just one character, with the computer acting as 'dungeon master' in an intelligent way – reacting to the player's performance, keeping interest up, and moving the plot along. If a player isn't making much progress, then it'll introduce something to guide the story one stage further.

So what is *Cyberspace* exactly? Is it action, role-playing, or strategy?

"Although we've implemented the tabletop game system completely there's the 3D aspect – giving everything a real time, action slant. The game works on several levels - it's not just walking around solving little puzzles. The *Cyberspace* game engine is such that it's like having a camera crew and cast – it's then up to us to design something around that. But whereas a film is completely linear, this is a game of almost infinite branches."

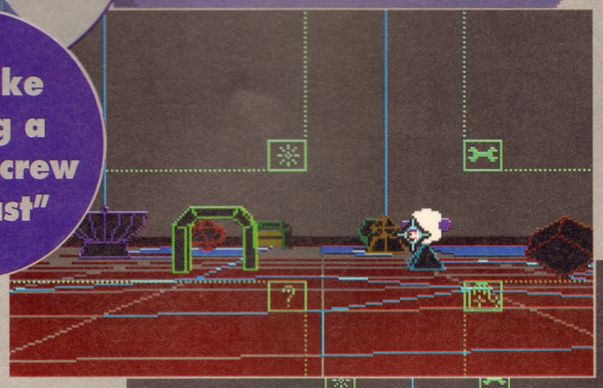
Verdict so far: Wow, it sure sounds like an epic in the making. ODE assure us that it won't be big but boring, but that's always hard to achieve when you've got an entire city and a million people roaming around inside your Amiga. This has the potential to play and feel like nothing else – time will tell.

● *MARK RAMSHAW*

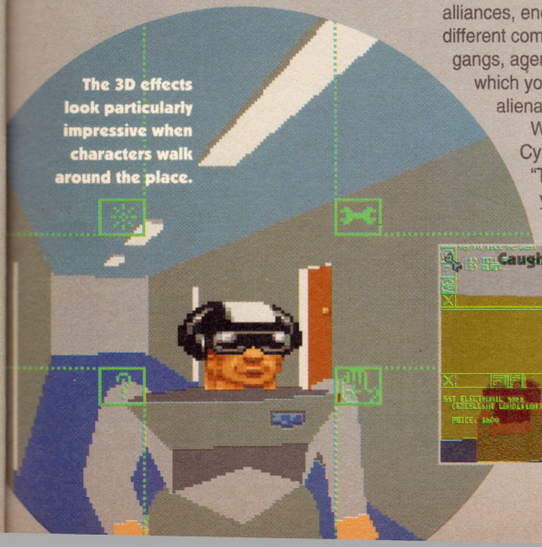


Where the streets have no name, and the corridors aren't too sure of their identity either.

"It's like having a camera crew and cast"

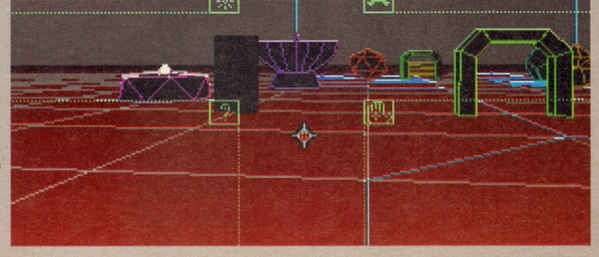


Entering the world of cyberspace, where computer programs are shown as polygons.



The 3D effects look particularly impressive when characters walk around the place.

Caught breaking in to the safe in this woman's apartment.



Right: Effectively a game within the game, cyberspace is an essential part of *Cyberspace*. Is it clear?

Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale

THE CENTRE OF TECH

WTS ELECTRONICS LTD, CHAUL END LANE, LUTO N, E

Amiga 600 Pack

- UK specification
- 1MB system RAM, mouse
- Full workbench disks, manuals & leads
- Free game included in pack
- Two Python joysticks
- 100 capacity lockable disk box **£295**

Amiga 600 HD Pack

- Plus internal 20MB hard drive **£395**
- Plus internal 60MB hard drive **£475**
- 1MB extra memory add **£29**

Amiga 1200 Pack

- 32-bit 68020 Full power
- Super Hi-Res graphics
- 2MB Chip memory
- PCMCIA Technology
- Alpha numerical keypad
- Two Python joysticks
- Free game
- 100 Capacity disk box

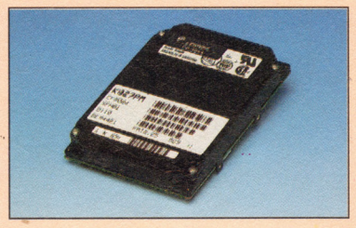
- A1200 Pack **£385**
- A1200 with 20MB hard drive **£485**
- A1200 with 60MB hard drive **£585**

Weird, Wild & Wicked A600

- Game players paradise
- Push Over game
- Formula 1 Grand Prix game
- Putty Game
- Extra free game
- Deluxe Paint III
- 2 Python joysticks
- 100 Capacity disk box

- A600 weird, wild & wicked pack **£329**
- A600 as above with 20MB HD **£429**
- A600 as above with 60MB HD **£509**

A1200/A600 Upgrades



- Easy to install upgrade kits
- Full instructions and cables where necessary
- All drives supplied with formatting instructions and software

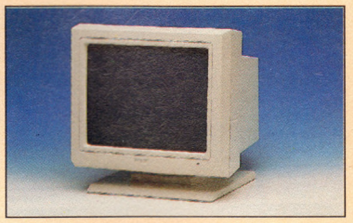
- 20MB HD Upgrade Kit **£109**
- 60MB HD Upgrade Kit **£219**
- 120MB HD Upgrade Kit **£274**
- ProRam 1MB Memory A600 **£39**
- ProRam 2MB PCM-CIA A600/A1200 **£124**
- ProRam 4MB PCM-CIA A600/A1200 **£194**

Philips 8833 MKII Monitor

- 14" high resolution colour display
- High clarity stereo sound output
- Full RGB and composite inputs.
- Free 1.5 metre long RGB cable
- Full UK warranty
- 3 Free games

- Philips 8833 MKII Monitor **£219**
- When purchased with an Amiga 600/1200 **£209**

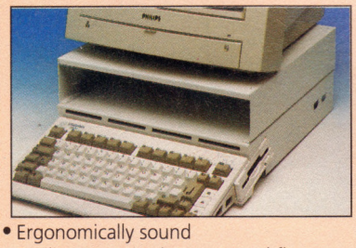
SVGA Monitor



- 14"Super high resolution colour display
- Professional IBM compatibility
- Complete with cable
- Full UK warranty
- 2 Free games

- A1200 SVGA Monitor **£228**
- When purchased with an Amiga 1200 **£218**

Workstations



- Ergonomically sound
- Facilitates up to three external floppy drives
- Made in the UK
- Strong and robust
- Aesthetically pleasing
- Keep your desk neat and tidy
- Supplied complete and assembled with free mouse mat

- A500 Workstation **£36**
- A600 Workstation **£36**
- A1200 Workstation **£36**

Peripherals

- 100 Capacity lockable disk box **£5.99**
- Squick mouse **£13.99**
- Mouse mat **£1.99**
- TDK high quality DSD (10) disks **£9.99**
- Computer Mall DSD (10) disks **£6.00**
- 1000 colour disk labels **£12**
- LC20 printer ribbon **£3.49**
- Jet Fighter joystick **£13.99**
- Apache joystick **£6.99**
- Python joystick **£9.99**
- Zipstick joystick **£14.99**

- Vast range of leads for many applications - **Please call**

Scanners

- Allows image processing in a useful and unique fashion
- Comes complete with operation manual
- One of the fastest growing applications for home and professional users
- High specification coupled with cost effective pricing

- **Power Hand Scanner**
- 64 greyscales 100-400 DPI
- Thru'port to printer
- Fully compatible with Delux Paint 4, etc.
- Advanced software

- Power Hand Scanner v2.0 **£93**
- Power Hand Scanner v3.0 **£105**

Music

- Highest quality stereo sound sampling
- Compatible with A500, A600,A1200,A1500/2000, A3000

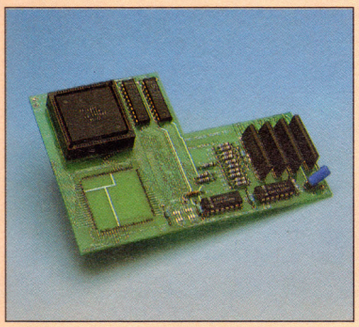
- Screen Beat Speaker System **£25**
(Adds amplified stereo sound to the Amiga)
- GVP Digital Sound Studio **£49**
- Megamix Master **£37**
- Stereo Master **£34**

Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale

CHNICAL EXCELLENCE

Est. since 1984

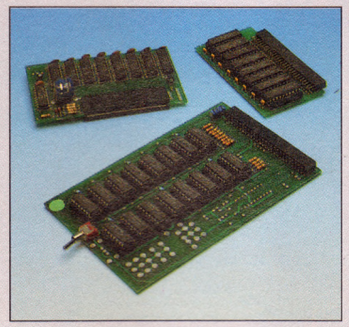
UTO N, BEDS, LU4 8EZ TEL (0582) 491949 (6 LINES)



Pro Agnus 2MB

• Provides a full 2MB of Chip Memory for the Amiga 500 and A1500/2000 • Designed and built in England • Supplied with 8375 Obese Agnus • Includes 2Mb Memory on board in the form of low power Zips • Allows the processing of elaborate animation and sound sampling • Provides the same max. chipmemory as the A3000/A600 &500+ • Increases addressable memory space from 9MB to 10MB • Complete with full instructions and flying leads • British made

- Pro Agnus 2MB **£139**
- Fitted **£159**



Memory Expansions

A500 Pro-RAM 0.5 Meg. Upgrade

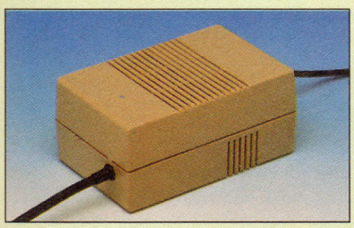
- Chip memory compatible
- British made
- Without clock **£16**
- With clock **£19**

A500 Pro-RAM 1.5 Meg Upgrade

- Gives a full 2MB of memory **£74**

A500+ 1MB Meg Upgrade **£29.95**

High Current Power Supply



- Allows the addition of peripherals without damage to computer or power supply
- Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future
- Switch mode design
- Full crow bar projection
- A500, A500+ and A600 compatible
- British Made

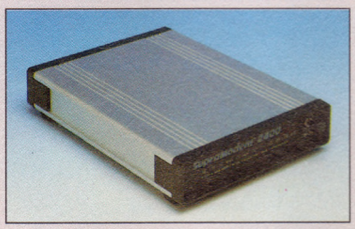
- A500 Power supply unit **£44.95**
- A590 Power supply unit **£44.95**

Cumana 3.5" External Drive

- High Quality
- Renowned and proven reliability
- Top notch specification
- Anti-click
- Long moulded cable
- Slimline design
- High impact plastic

- Cumana external drive **£54**
- Cumana external drive + 100 capacity disk box **£57**
- Cumana external drive + 100 disk box + 20 blank disks **£63**
- A500/A500+ Internal replacement disk drive **£46**

Supra Modems



- Utilise hundreds of PD Bulletin Boards
- Communicate with fellow computer users
- Cuts down on telephone bills by using fast efficient baud rates
- 100% Hayes compatible
- Tone pulse, Auto Dial/Auto Answer
- Standard RS232 Interface
- Programmable number storage
- Free Coms software
- Supra 2400 **£84**
- Supra 2400+ **£129**
- Supra Fax Plus (0-9600 BPS) **£148**
- Supra v.3.2 (Fax Modem) **£199**
- Supra v.32 BIS (Fax Modem) **£358**

Chips and Spares

- WTS have sole distribution rights from Americas biggest Commodore chip distributor

- Workbench 2.04 Kit (Includes manuals, disks & chip) **£78**
- Kickstart 2.04 **£32**
- Kickstart 1.3 **£24**
- Kickstart ROM Swapper (Swap between kickstarts) **£18**
- Fatter Agnus 8372 **£44**
- Obese Agnus 8375 **£48**
- High Res Denise **£29**
- 1MB x 9 Simms **£32**
- 1MB x 4 Zips **£16**
- 8520 CIA **£8**

SALES HOTLINE 0582 491949 (6 LINES), 0480 471117 (24HR), FAX ON 0582 505900

Credit Card ordering by phone is easy. Simply phone our sales hotline quoting your credit card number., expiry date, name and address and the products you wish to order and we'll do the rest. Alternatively write the above details on your letter when ordering by post.

When ordering by post in cheque form please write your cheque card guarantee number on the reverse of the cheque and send along with your order. Postal Orders are also accepted.

NO DELIVERY CHARGES TO UK MAINLAND. MINIMUM ORDER AMOUNT £15.00.
Should you wish your order to be sent by Group 4 Security service please add £5. This method is normally faster than the postal service and includes Comprehensive insurance.

WARRANTY: One year return to base (excluding chips).
ONE YEAR EXTENDED WARRANTY: Available on all products (excluding chips) at 10% of purchase price when ordering.

WHERE TO FIND US!

Head Office
WTS Electronic Ltd
Chaul End Lane
Luton
0582 491949

Computer Mall Bedford
No.16 Downstairs
The Harpur Centre
Bedford
0234 218228

Computer Mall St. Neots
No.6
Priory Mall Shopping Centre
St. Neots
0480 471117

Computer Mall Hertford
49 Railway St.
Hertford
0992 503606

Computer Mall Dunstable
84 High Street North
Dunstable
Bedfordshire
0582 475747

All prices quoted or products stocked are subject to stocking levels and availability. WTS cannot be held liable or supply reimbursement for force majeure, or items, which are out of stock due to demand or low stock at its suppliers which may result in delayed or non delivery. WTS reserve the right to amend prices or revise packs or specifications without prior notice at any time without liability upon itself.

Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale

Rubysoft

PC AND SEGA GAMES ALSO SUPPLIED PLEASE PHONE

When service matters.. MOST!

JOHN IS ACE

RUBYSOFT RULES OK

RUBY CHARTBUSTERS

	ST	AMIGA
A TRAIN *	N/A	29.95
A320 AIRBUS	24.55	24.55
A T A C *	T B A	T B A
AV8B HARRIER ASSAULT *	23.95	23.95
ABANDONED PLACES	19.95	19.95
ABANDONED PLACES 2 *	19.95	19.95
ALIEN BREED SPECIAL EDITION 92	N/A	9.95
AQUATIC GAMES (JAMES POND)	*17.95	17.95
ADDAMS FAMILY *	17.95	17.95
AIR BUCKS	20.95	20.95
AIR SUPPORT (PSYGNOSIS)	*17.95	17.95
ARCHER MACLEANS POOL	17.95	17.95
A R S E N A L *	17.95	17.95
ASHES OF EMPIRE	N/A	25.95
ASSASSIN	N/A	17.95
B C KID	*17.95	17.95
BARDS TALE TRILOGY *	N/A	23.95
BANE OF THE COSMIC FORGE	N/A	23.95
BAT 2	24.95	24.95
BATTLE ISLE	N/A	20.95
BATTLE ISLE DATA DISK	N/A	13.95
BIRDS OF PREY 1MEG	N/A	23.95
BLACK CRYPTS	N/A	17.95
BUSHBUCK *	N/A	19.95
CAESAR	19.95	19.95
CAMPAIGN	24.95	24.95
CARTOON COLLECTION (COMP)	16.95	16.95
CASTLES	19.95	19.95
CASTLES DATA DISK	*13.95	13.95
CASTLE OF DR BRAIN	N/A	24.95
CELTIC LEGENDS	20.95	20.95
CHAOS ENGINE *	17.95	17.95
CIVILISATION 1MEG	*23.55	23.55
COVERT ACTION	22.95	22.95
CRUISE FOR THE CORPSE	18.95	18.95
CURSE OF ENCHANTIA *	N/A	23.95
CYBERSPACE *	N/A	19.95
D'GENERATION	12.95	12.95
DAILYSPORT COVER STRIP POKER	N/A	17.95
DARKMERE *	N/A	17.95
DARKSEED	*24.95	24.95
DREADNOUGHTS *	24.99	24.99
DOODLEBUG	17.95	17.95
DUNGEON MASTER + CHAOS	19.95	19.95
DYNA BLASTER/BOMBERMAN	20.95	20.95
DAGONS LAIR 3 *	20.95	20.95
E L I T E 2 *	22.95	22.95
EVIRA 2 THE JAWS OF CERBERUS	N L A	23.95
EPIC 1MEG	19.95	19.95
EUROPEAN FOOTBALL CHAMP	17.95	17.95
EYE OF THE BEHOLDER	N/A	20.55
EYE OF THE BEHOLDER 2 1MEG	N/A	22.95
EYE OF THE STORM *	19.95	19.95
F 15 SRIKE EAGLE 2 1MEG	22.55	22.55
FALCON 3 *	24.95	24.95
FASCINATION	19.95	19.95
FIRE AND ICE	17.95	17.95
FIREFORCE	N/A	17.95
FLOOR 13	*20.95	20.95
FOOTBALL BOSS *	16.95	16.95
FOOTBALL MANAGER 3 *	16.95	16.95
G LOCK	17.95	17.95
GLOBAL EFFECT	*24.95	19.95
GOBLIINS	17.95	17.95
GOBLIINS 2	19.95	19.95
GRAHAM TAYLORS FOOTBALL CHALLENGE	17.95	17.95
G U N S H I P 2000 *	N/A	23.95
GUY SPY	*19.95	19.95
HAND OF ST JAMES *	19.95	19.95
HARLEQUIN	17.95	17.95
HARPOON V 2 WITH BATTLE SET 2	N/A	22.95
HARPOON BATTLE SET 3	N/A	11.95
HARPOON BATTLE SET 4	N/A	11.95
HARPOON EDITOR (NOT PLUS)	N/A	13.95
HEAD TO HEAD F19 + MIG 29 S/FULCRUM	*23.95	23.95
HEART OF CHINA	N/A	23.95
HEIMDALL 1MEG	N L A	24.99
HEROQUEST 2 *	17.95	17.95
HISTORYLINE 1914-1918*	T B A	T B A
HOOK 1MEG	17.95	17.95
INDIANA JONES FATE OF ATLANTIS ADV 1MEG*	24.95	24.95
INDIANA JONES FATE OF ATLANTIS ARCADE	17.95	17.95
INTERNATIONAL SPORTS CHALLENGE	19.95	19.95
ISHAR LEGEND OF THE FORTRESS 1MEG	19.95	19.95
JACK NICKLAUS UNLIMITED GOLF 1MEG	N/A	20.95
JACK NICKLAUS COURSES VOL 4	N/A	11.95
JACK NICKLAUS COURSES VOL 5	N/A	13.95
JAGUAR XJ220	N/A	17.95
JIM POWER *	17.95	17.95
JIMMY WHITES SNOOKER	19.95	18.95
JOHN BARNES FOOTBALL	17.95	17.95
JOHN MADDENS AMERICAN FOOTY	N/A	17.95
JONES IN THE FAST LANE *	N/A	22.95
K G B	20.95	20.95
KICK OFF 2 FINAL WHISTLE DATA	N/A	9.95
KICK OFF 3 *	N/A	17.95
KNIGHTS OF THE SKY	22.95	22.95
LASER SQUAD 2 *	17.95	17.95
LEANDER	17.95	17.95
LEGEND	20.55	20.55
LEGEND OF KYRANDIA	N/A	24.95
LEGEND OF VALOUR *	25.55	25.55
LEISURE SUIT LARRY V	N/A	22.99
LETHAL WEAPON 3	*17.95	17.95
LEMMINGS 2	17.95	17.95
LEMMINGS DOUBLE PACK XMAS SPECIAL	19.95	19.95
L I N K S H/D ONLY	N/A	25.95
LINKS FIRESTONE DATADISK	N/A	12.95
LINKS BOUNTIFUL DATADISK	N/A	12.95
LOTUS TURBO CHALLENGE 2	17.95	17.95
L O T U S 3 THE ULTIMATE CHALLENGE	17.95	17.95
LURE OF THE TEMPTRESS 1MEG	19.95	19.95
MACDONALDS LAND *	17.95	17.95
MAGIC POCKETS	17.95	17.95
MAGIC WORLDS	17.95	17.95
MAUPITI ISLAND	N L A	17.95
MEGAFORTRESS	N/A	20.95
MEGA SPORTS	18.95	18.95
MEGA TRAVELLER 2 1MEG	*19.95	19.95
MICROPROSE FORM 1 GRAN PRIX (THE BEST!!)	22.95	22.95
MICROPROSE GOLF	22.95	22.95
MIGHT AND MAGIC III	N/A	22.95
MIDWINTER 2 1MEG	N/A	22.95
MOONBASE	N/A	25.95
MOONSTONE	N/A	20.55
MONKEY ISLAND 2 1MEG	N/A	23.95
NIGEL MANSELLS WORLD CHAMPIONSHIP	*19.95	19.95
NO SECOND PRIZE GREAT! GET THIS!!!	*17.95	17.95
NODDY'S PLAYTIME	*17.95	17.95
NOVA 9 1 MEG	N/A	22.95
OUTLANDER *	20.95	20.95
PAPERBOY 2	N/A	15.95
PGA TOUR GOLF + DATA DISK	N/A	19.95
PGA TOUR DATA DISK	N/A	12.95
PINBALL DREAMS	N/A	16.95
PINBALL FANTASIES	N/A	19.95
PERFECT GENERAL	N/A	22.95
PERFECT GENERAL DATA DISK*	N/A	16.99
POOLS OF DARKNESS	N/A	21.55
POPULOUS 2 PLUS	24.95	24.95
POPULOUS 2 CHALLENGE	11.95	11.95
POWERMONGER	N L A	19.95
POWERMONGER WW1 DATA DISK	11.95	11.95
PREMIER 1MEG	N/A	20.95
PREMIER MANAGER	17.95	17.95
PROJECT X 1MEG	N/A	17.95
PROPHECY	*19.95	19.95
PUSHOVER (PUZZLE)	17.95	17.95
PUTTY	*17.95	17.95
PSYCHOS SOCCER SELECTION COMP	19.95	19.95
RAILROAD TYCOON	22.95	22.95
RAMPART	17.95	17.95
REACH FOR THE SKYS *	19.95	19.95
RISE OF THE DRAGON	N/A	24.95
ROAD RASH	*19.95	17.95
ROBIN HOOD ADVENTURE	17.95	17.95
ROBOCOP 3	17.95	17.95
RULES OF ENGAGEMENT	N/A	17.95
SABRE TEAM	17.95	17.95
SECOND SAMURAI *	19.95	19.95
SENSIBLE SOCCER 92/93 ISSUE 2	17.95	17.95
SHADOWLANDS	19.95	19.95
SHADOWWORLDS 1 MEG	17.95	17.95
SHADOW OF THE BEAST 3	*19.95	19.95
SHUTTLE SIM	20.50	*20.50
SILENT SERVICE 2 1MEG	22.95	22.95
SIM EARTH *	N/A	29.95
SIM ANT 1MEG	N/A	22.95
SIM CITY/POPULOUS	19.95	19.95
SUMMER CHALLENGE *	T B A	T B A
SPACE CRUSADE	17.95	17.95
SPACE QUEST 1V	N/A	22.95
SPECIAL FORCES	22.95	22.95
SPORTS BEST (COMP)	16.95	16.95
STALINGRAD	N/A	17.95
STREET FIGHTER 2 (1 MEG)	18.50	18.50
STRIKE FLEET *	17.95	17.95
STRIKER	17.95	17.95
SUPER TETRIS	*17.95	17.95
SWORD OF HONOUR	*17.95	17.95
TV SPORTS BOXING	N/A	13.95
TV SPORTS BASEBALL	N/A	13.95
TEARAWAY THOMAS	N/A	17.95
TEAM YANKEE 2 (PACIFIC ISLANDS)	19.95	19.95
THE GAMES (ESPANA) 92	19.95	19.95
THE HUMANS	N/A	19.95
THE LOST TREAS OF INFOCOM	N/A	29.95
THE MANAGER	*20.95	20.95
TRANSARCTICA *	19.95	19.95
TREASURES OF THE SAVAGE FRONTIER	N/A	21.95
TRODDLERS	17.95	17.95
TROLLS	*17.95	17.95
UNIVERSAL MONSTERS *	17.95	17.95
UTOPIA TWIN PACK	19.95	19.95
VIKINGS FIELD OF CONQUEST	N/A	18.95
VROOM	17.95	17.95
VROOM DATA DISK	12.95	12.95
WESTERN FRONT *	N/A	20.95
WHEN TWO WORLDS WAR *	19.99	19.99
WING COMMANDER	N/A	24.95
WIZ KID	17.95	17.95
W W F EUROPEAN RAMPAGE *	17.95	17.95
ZOOL (IT RIVALS SONIC) 1MEG	N/A	17.95
ZOOL A1200 VERSION A GREMLIN 1ST!	N/A	17.95

*** PLEASE NOTE:** Titles asterisked may not be released at press date but will be dispatched within 24 hour of release subject to availability. PLEASE TELEPHONE FOR ANY TITLES NOT SHOWN AS WE CANNOT SHOW ALL TITLES AVAILABLE. ALL TITLES CAN BE PUT ON BACK ORDER. REMEMBER WE HAVE NEVER DEBITED A VISA CARD YET FOR GOODS NOT SENT!!

ST OWNERS - WE KNOW THE PROBLEMS YOU ARE HAVING A TTHE MOMENT OBTAINING SOFTWARE AND WE ARE CONCERNED, BUT WE WILL TRY TO OBTAIN ANY TITLE THAT YOU MAY REQUIRE JUST ASK. WE WILL STILL SUPPORT THE ST TO THE BEST OF OUR ABILITY.

RUBY SERIOUS/EDUCATIONAL

	ST	AMIGA
3D CONST KIT 2 *	39.95	39.95
A D 1 ENGLISH 11/12-12/13-13/14-14/15	17.50	17.50
A D I MATHS 11/12-12/13-13/14-14/15	17.50	17.50
A D I FRENCH 11/12-12/13-13/14-14/15	17.50	17.50
EASY A M O S	N/A	24.95
A M O S PRO	N/A	45.95
A M O S	N/A	34.95
A M O S COMPILER	N/A	20.55
A M O S 3D	N/A	24.95
BARS AND PIPES PRO RRP £299.00	N/A	235.00
DELUXE PAINT 4	N/A	59.95
DELUXE VIDEO 3	N/A	54.95
DIGICALC	N/A	29.95
DISNEY ANIMATION STUDIO	N/A	79.95
HOME ACCOUNTS 2	44.95	44.95
MINI OFFICE	N/A	48.95
S T O S COMPILER	17.95	N/A
FUN SCHOOL 3 OR 4 (UNDER 5)	17.95	17.95
FUN SCHOOL 3 OR 4 5-7	17.95	17.95
FUN SCHOOL 3 OR 4 7-11	17.95	17.95
FUN SCHOOL SPECIAL PAINT & CREATE	N/A	17.95
FUN SCHOOL SPECIAL SPELLING FAIR	N/A	17.95
FUN SCHOOL SPECIAL MERLINS MATHS	N/A	17.95
THE FRENCH MISTRESS	15.95	15.95
THE GERMAN MASTER	15.95	15.95
THE SPANISH TUTOR	15.95	15.95
THE ITALIAN TUTOR	15.95	15.95
ANSWER BACK JUNIOR QUIZ 6-11 *	14.95	14.95
ANSWER BACK SEN QUIZ 12-ADULT *	14.95	14.95
MATHS ADVENTURE	18.95	18.95
PENPAL	N/A	53.95
WORDSWORTH 1.1	N/A	92.95
KINDWORDS V3	N/A	39.95

*All FactFiles for Answer Back available @ £9.99

RUBY BUDGETS

	ST	AMIGA
ADVANCED DESTROYER SIM	7.99	7.99
ARCADE FRUIT MACHINE SIM	5.99	5.99
BADLANDS	5.99	5.99
BATTLEHAWKS 1942	12.99	12.99
BLADE WARRIOR	N/A	5.99
COUNT DUCKULA 2	6.99	6.99
DEMON BLUE	5.99	5.99
F16 COMBAT PILOT	7.99	7.99
FALCON	13.99	13.99
FALCON COUNTER STRIKE	8.99	8.99
FALCON FIRE FIGHT	8.99	8.99
FIRST DIVISION MANAGER	5.99	5.99
FORGOTTEN WORLDS	5.99	5.99
FUN SCHOOL 2 UNDER 6	5.99	5.99
FUN SCHOOL 2 6-8 YEARS	5.99	5.99
FUN SCHOOL 2 8+ YEARS	5.99	5.99
FUTURE WARS	11.99	11.99
HEAD OVER HEELS	5.99	5.99
IK +	5.99	5.99
INDIANA JONES LAST CRUSADE (ARCADE)	5.99	5.99
INDIANA JONES LAST CRUSADE (ADVEN)	13.99	13.99
JACK N GOLF	5.99	5.99
JAMES POND	5.99	5.99
JET SET WILLIE	N/A	7.99
KICK OFF 2 EUROPE	5.99	5.99
KICK OFF EXTRA TIME	5.99	5.99
MANCHESTER UNITED	7.99	7.99
MIDWINTER	11.99	11.99
MOTOR HEAD	14.99	14.99
PANG	5.99	5.99
PRINCE OF PERSIA	6.99	6.99
R TYPE	5.99	5.99
RAINBOW ISLANDS	5.99	5.99
SILKWORM	7.99	6.99
SOCCER PINBALL	N/A	5.99
SUPERCARS 2	7.99	7.99
SWITCHBLADE 2	7.99	7.99
TRIVIAL PURSUIT	6.99	6.99
TURBO CHALLENGE 1	6.99	6.99
ULTIMATE GOLF	7.99	7.99
WLD CHAMP BOXING MANAGER	5.99	5.99
WLD CRICKET	5.99	5.99
ZAC MCKRACKEN	12.99	12.99

Check out our prices on budget title, cheapest around

COMPILATIONS

SUPERFIGHTER
FINAL FIGHT, WWF WRESTLEMANIA AND PITFIGHTER.
THREE AMAZING GAMES ONLY £17.95

DREAM TEAM
TERMINATOR 2, THE SIMPSONS AND WWF
PRICE ONLY £17.95

THE DIZZY COLLECTION
FAST FOOD, KWIX SNAX, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY, MAGIC LAND DIZZY. FIVE GOOD GAMES ONLY £16.95

DIZZY'S EXCELLENT ADVENTURES
DIZZY PRINCE OF THE YOKEFOLK, SPELLBOUND DIZZY, BUBBLE DIZZY, PANK DIZZY, QUICK SNAX, GOOD FOR THE YOUNGER ONES ONLY £16.95

RAINBOW COLLECTION
BUBBLE BOBBLE, RAINBOW ISLAND AND NEW ZEALAND STORY.
GREAT COMP FOR THE YOUNGER ONES
THREE FANTASTIC GAMES ONLY £13.95

SOCCER MANIA
FOOTBALL MANAGER 2, GAZZAS SOCCER, MICROPROSE SOCCER AND FOOTBALL MANAGER 2 WORLD CUP EDITION
FOUR GAMES ONLY £13.95 NOT PLUS, 600 1200

STRATEGY MASTERS
*DEUTEROUS, POPULOUS, HUNTER, SPIRIT OF EXCALIBUR AND CHESS PLAYER 2150
ALL FIVE GAMES FOR ONLY £21.95
*DEUTEROUS ONLY ST. BATTLEMASTER ON AMIGA.

FANTASTIC WORLDS
REALMS, PIRATES, WONERLAND, POPULOUS 1 AND MEGALOMANIA
GREAT COMP FOR ONLY £23.95

VOLUME 1 (THE BITMAP BROS)
XENON, CADAVER AND SPEEDBALL 2
ALL THREE GAMES ONLY £17.95

SPORTS MASTER
EUROPEAN CHAMPIONSHIP 1992, PGA TOUR GOLF, ADVANTAGE TENNIS AND INDIANAPOLIS 500.
A FANTASTIC COLECTION ONLY £20.95 OK 1200

RAVING MAD!!
RODLAND, ROBOCOD (JAMES POND 2) AND MEGA TWINS
ALL THREE GAMES ONLY £17.95

BIG BOX 2
BACK TO THE FUTURE 3, THE REAL GHOST BUSTERS, R-TYPE, SINBAD, IK+ ARMALYTE, TV SPORTS FOOTBALL, BOMBUZAL, DEF OF THE EARTH AND SHANGHAI (MAI YONG)
BIG COMP FOR ONLY £19.95 GREAT VALUE

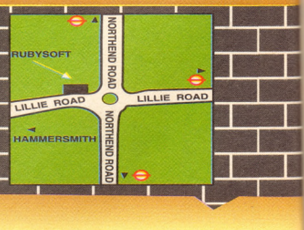
MAGIC WORLDS
STORM MASTER, DRAGONS BREATH AND CRYSTALS OF ARBOREA.
ALL THREE AMAZING GAMES ONLY £17.95

BRING THIS ADVERT TO OUR SHOP AND BUY A MINIMUM OF TWO FULL PRICED TITLES AT OUR LOW MAIL ORDER PRICES. OFFER VALID UNTIL 31st March 1993.

HARDWARE

CRUISER (BLACK)	9.99	MANTA RAY AUTOFIRE GOOD HANDHELD	10.50
NAVIGATOR	12.50	ZYDEC MOUSE ST/AMIGA GOOD REPLACEMENT	13.99
SPEEDKING AUTOFIRE	9.50	ZYDEC ROLLER BALL GREAT!! ST/AMIGA	36.99
ZIP STICK SUPERPRO	12.50	1MEG UPGRADE AMIGA 600	49.98
DELTA 3A ANALOGUE AMIGA ONLY	16.50	1MEG UPGRADE AMIGA 500+	46.99
SPEEDKING ANALOGUE AMIGA	13.99	512K UPGRADE AMIGA WITH CLOCK	28.99
QUICKJOY JET FIGHTER	11.99	80 CAP DISK BOX	9.50
QUIDKJOY MEGASTAR SV133 ARCADE STYLE	20.99	GAME GEAR TV TUNER	59.99
QUICKJOY TOPSTAR SV127 TOP RATE	20.50	HANDYBOY THE BIZ!!	25.99

RUBYSOFT, (Dept AP)
96 Lillie Road, London,
SW6 7SR. England
Tel: 071 381 8998
or: 071 610 1703
Fax: 071 610 1703
*Shop prices will differ from those advertised



Credit cards debited only on day of despatch. Tel: 071 381 8998/071 610 1703 Fax: 071 610 1703

Please charge my Acess/Visa No: ..... Valid from: ..... Expiry date: .....

ORDER FORM Access VISA Switch MasterCard Date .....

Please supply me with thie following for Name .....

Computer..... Address .....

Titles	Price

..... Postcode .....

Tel .....

Business hours
10am-5pm
Monday to Saturday
After hours + Sundays
Ansaphone order hotline:
071 610-1703
*** This number is a fax/tel switch system. Listen to the announcement and wait**

EXPORT ORDERS WELCOME

Please make cheques & PO payable to RUBYSOFT. Credit card orders cashed only on despatch. (Please note we do not make any charge for credit card orders). Please add 75p p&p per item for all UK orders, EEC countries add £2.50 per item, non-EEC add £3.50 per item, all other countries add £4.50 per item. All items are subject to availability. All prices subject to change or manufacturers price reviews without notice. E&OE. Please note mail order companies may take up to 28 days to deliver goods from receipt of orders. Please allow for cheque clearance. **(Dept AP March 93)**

Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale • Seasonal Sale

GAMES

The time has come, the Walrus said, to talk of many things: of shoes and ships and sealing wax, of *Desert Strike* and *Sleepwalker*, and why the sea is boiling hot and whether *Legends Of Valour* and *Transarctica* are any good.

JUST WHO DO WE THINK WE ARE?

JONATHAN DAVIES
This month, we decided that we'd try to improve our superstar images and tell you all about the famous people we'd met. We asked Jonathan if he'd ever said anything to anyone famous. "I said 'Just there, please' to Terry Pratchett. Is that the sort of thing you're looking for?" Yes, actually, it is.

RICHARD LONGHURST
And what about you, Rich? You must have had a few brushes with the great and the good. What have you ever said to a famous chap? "I once said 'Thank you very much' to the late Ted Croker who was then the Secretary of the FA. Nothing else springs to mind."

DAVE GOLDER
Dave had a dream come true this month when he interviewed Silvester McCoy at the Theatre Royal in Bath, but that wasn't exciting enough for us. "While I was there, I said 'Ooh, sorry' to Rolf Harris, I suppose that's what you want."

GARY PENN
Being that much older and more worldly, we expected great things from our Gaz. "I met Lewis Collins in a lift and I wanted to say 'You're not as tall as I expected' but he still looked mean and hard so I didn't bother."

MARK RAMSHAW
Mark's something of a romantic at heart – this month he took his girlfriend to Paris. "We saw Geordie actor and top pop star Jimmy Nail at the airport," he said, "and I was so impressed that all I managed to say was '.....'. Meeting him was more important to me than being the editor of a computer magazine."

RONNIE RANDALL
Ronnie is just a sickening individual. He's met almost every famous person and he's said loads of things to all of them. So many, in fact, that we didn't think it would be worth our while telling you about them. Then, when we realised that he hasn't written anything for us this month, we decided that it wasn't worth using his photo. But it was too late.

JACQUIE SPANTON
According to Jacquie, our own Lisa qualifies as a famous person. "It's because she gets more fan mail than all the rest of us put together," she said, "and I hate her. I've said loads of things to her, though. I said 'That looks awful' several times. I've said 'Are you really going to make it that colour?'. Most often, though, I just say 'No.'

TIM NORRIS
So, Tim just what exactly have you said to a famous person? "I do remember saying 'No, take it' to Derek Thompson who plays Charlie Fairhead in Casualty. I think I also smiled at Julia Watson who used to play Dr Baz in the same series." You've met all the *real* stars, then.

TIM TUCKER
Unlike the rest of us, Tim used to have an exciting job before he came to AP – he was a pop star. "I can't remember exactly where it happened, but I said 'They're over there, on the left' to Ray Davis, the chappie from the Kinks.

MARK WINSTANLEY
Mark's a bit of a film and TV guru-type, so we had high hopes for some great star-related quotes. "I was working on the special effects crew for a TV movie and I said 'Yes, I think it is' to Roy Scheider. What a great guy he is."

ADAM PETERS
We needed Adam this month to balance the pyramid (although not for any actual writing). Unfortunately, we didn't get time to ask him about his encounters with the rich and famous so that's that sketch knackered.

LISA NICHOLLS
Lisa's met so many famous people, she didn't know where to start. "I'm so lovely," she said, "that the stars are practically falling over themselves to talk to me. I think I once said 'Fancy another drink' to Violet Berlin from Bad Influence!"

STUART CAMPBELL
Our very own cunning little Celt (or something like that) has met the most famous Scot of them all. "It was a few years ago now, and I said 'Here, use mine' to Isla StClair." Frankly, Stu, there's no way any of us can top that. That's amazing.

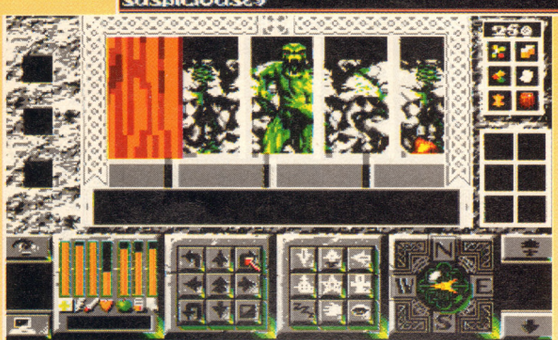
How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. Apparently the third point isn't funny any more.

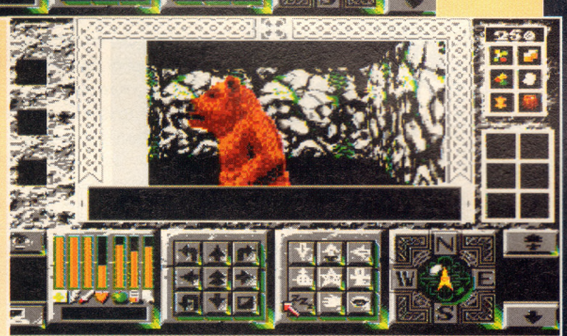
On entering the town this guy is on hand to give the first clue.

Pubs are good places to glean gossip and get some work.

Loiter around for too long and the crooked king and his cronies will imprison you – or even worse – fine you.



Having paid a fine it's into the zoo. Now where is that bleedin' vampire bat cage?



Eek, it's a big brown bear. Just be thankful that he's behind bars – where all wild animals belong. Yeah, right.

A-ha, there's the vampire bat cage. But there seems to be a lack of bats in the area. Oh boy.

A DAY IN THE LIFE

THERE SHE WAS JUST A-WALKING DOWN THE STREET

Game: Legends Of Valour
Publisher: US Gold
Price: £39.99
Authors: Synthetic Dimensions
Release: Out now

Now where did I put that first paragraph? It must be around here somewhere. Just a moment. Ah, here it is...

'Jacquie Colleen was a hard case, and she didn't care who knew it. Her latest collection was the talk of all Manhattan socialites, and the fashion chain just continued to expand. Sitting here, at the head of the expansive dinner table, she gazed at the four lithe young men one by one. "Which one will I be taking home tonight?" she asked herself.'

Mmm, that's not quite right, is it? Ah, just one moment. Here it is...

'Tolkizen slowly approached the town. Mounted on his sweating, panting steed, his shoulders were heavy and his sword clanked painfully against his thigh. Thoughts of a night of hearty drinking with his cousin Sven filled his mind, as he rode through the town gates.'

Sounds kind of clichéd doesn't it? And it's not just because I'm terrible at fiction either – the whole fantasy genre has been done to death – in fiction and in computer games. These days it takes some really fresh ideas and either a total belief in, or a healthy disrespect for, the subject matter to lift fantasy material out of the doldrums.

So where, you ask, in typical reader fashion, does *Legends Of Valour* fit into this homespun theory? Kind of almost in the fresh ideas and healthy disrespect department to be honest, but more of that later. First I ought to tell you a little bit about the game itself, complex

***Legends Of Valour* – a breakthrough in**

"A far cry from the blocky cell movement of *EOTB*"

glimpses inside buildings, and even out onto other streets. It's all a far cry from the blocky cell movement of *Eye Of The Beholder*, *Dungeon Master* and *Black Crypt*. That's the theory, anyway. The reality is pretty much the same, but quite slow unless it happens to be running on an A1200 or some other accelerated Amiga.

Because of this problem with speed, *Valour* offers three 3D window sizes. Remember, however, that the largest is only half a screen big, and the two smaller sizes – although offering huge improvements in speed – become less attractive propositions. Do bear in mind however, that even the slowest 3D movement is preferable to the blocky movement of *Beholder* and the like. Having a real, fleshed-out 3D world to move around in is a great improvement, even if (like most miracles) it does take a little longer. The only other real downside to the 3D system is a lack of upwards and downwards movement. It's possible to go up and down with the use of stairs, but the actual smooth movement only really occurs in two planes – it's not possible to jump, for instance. It's a minor niggle, but it leaves the game somewhat flat. *(Ho ho. – Prod Ed)*

But even the most advanced 3D techniques amount to little without decent scenarios, a well-mapped environment, a good control system, and a feeling of excitement. *Valour* starts off on the right foot, with the plot basing the entire game in, and below the town of Mittledorf. *Bard's Tale* featured towns, but in *Valour* it actually looks and feels like a town. Every building serves a purpose, people go about their lives, different groups occupy different areas, and they all treat the player in different ways.

The King's guards are probably the most important group – with the power to imprison you for any crimes you've committed, or to frame you for ones you haven't. They serve the new king of Mittledorf, though followers of the deposed king, or even the king of the far-off mainland can be found in the town.

Temples and guilds are the other main organisations to take note of. It's possible to join up to four guilds at once – though some guilds don't get along with others, so the choice isn't an entirely arbitrary one. Some guilds, such as the Men-At-Arms Guild, will teach the player fighting abilities. The Thieves' Guild (which is hidden, incidentally) teaches lock-picking skills, while other guilds teach the use of spells and suchlike. All the factions really do serve to flesh out the town, as well as help the player progress. Temples do likewise, with allegiance to a particular deity opening up a different route of progress through the game.

And while you're considering which faction to join, there's always rented accommodation to worry about, and a means to earn enough to pay for it. Reading notices in taverns is invariably a good way of picking up odd jobs, though trading is another way to raise capital. As to actual missions, there are far too many to mention here. Some are simply errands as posted on the notice boards, others are challenges set by a particular guild.

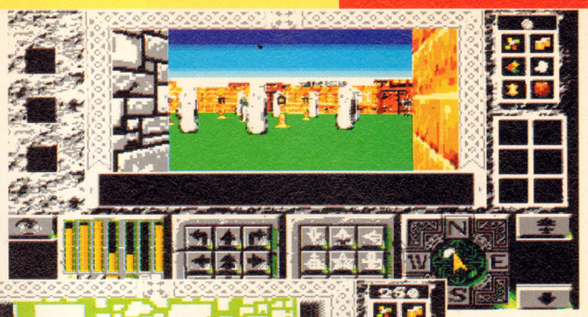
There is no set route through the game, with a choice of hundreds of challenges to take up at any one time. And of course completing one task will more often than not give way to another.

All this to-ing and fro-ing around the town serves to help the player map it out and to gain in experience. But things are never quite that simple. Loiter around doing →

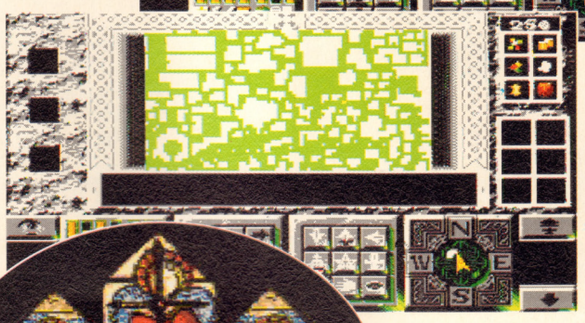
Above: Food is an essential. Left: The Thieves' Guild – if you can't beat 'em, join 'em.

beast that it is.

Nearly two years in development, *Valour* is only the second Amiga game to utilise texture-mapped graphics (*Wing Commander* being the first). Offering the player total freedom in a 3D environment, every wall is patterned, people and other creatures walk around, buildings rise into the air, and details abound. Even windows are a staple of the *Valour* world, giving



Here's where they used to hang criminals. Visit the inn to the north for more of the macabre and fiendishly grim.

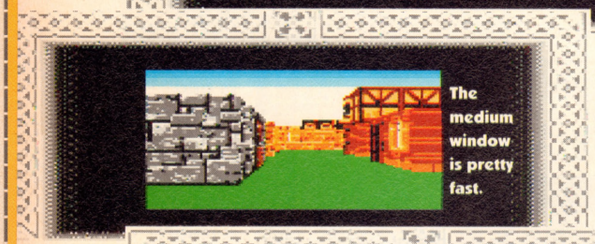


To cross reference with the map in the *Legends Of Valour* box, an on-screen one is available. The yellow dot shows your position.

Try joining one of the game's temples – they're divine.

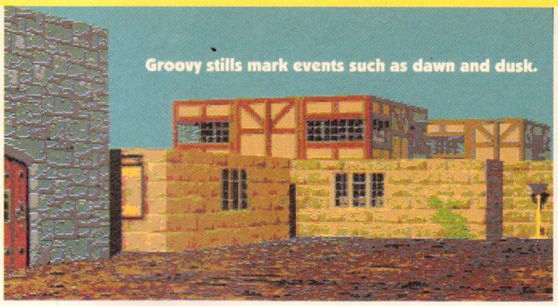
As reapers go, this one isn't very grim. Still, he's got the scythe, so he *is* a reaper.

RPGs, or just a collection of clever graphic routines? Revealed – all this and more.



b) it isn't very good. A fight consists of throwing a weapon or swinging, slicing or jabbing a sword, axe or whatever using a couple of icons. It's not the most inspiring of events, and the lacklustre sound effects don't really serve to heighten the tension either.

But fighting isn't really what this game is all about. Interacting and exploring are where it's at, and it's in that area that *Valour* really makes the grade. The programmers have obviously realised this, because they've given an option to leave fighting to the computer, and they've really emphasised the exploration-of-the-town aspect. The game comes with a mostly unlabelled map. A key at the side lists the major locations, but not where they are. By talking to other characters in the game, the player gradually becomes more familiar with location names, gets directions to them, finds them, marks them on his map, and so on. An on-screen map is also available to help clarify things, and a mock newspaper which also comes with the game, points the player in the right direction to a number of useful and key locations. Now this is the way to do a role-playing game – you can leave your graph paper and endless hack-and-slash behind.



The *Valour* programmers are no slackers when it comes to control methods and presentation either. Just about any function can be performed with the mouse and a bunch of icons, and three different movement options are available. Whether you prefer moving a compass, clicking on icons or having direct mouse control, *Valour* can help out. And – hey! – remember all those nasty things like hit points, and other statistics? Well, you can forget all about them, because *Legends Of Valour* does.

"The Amiga RPG comes of age"

But, wait, in typical Ramshaw style, I've just remembered a whole bunch of stuff, and space is running out. There's the character creation bit where you get to change the face and kit out you new character, and you even get background on his/her father and family profession.

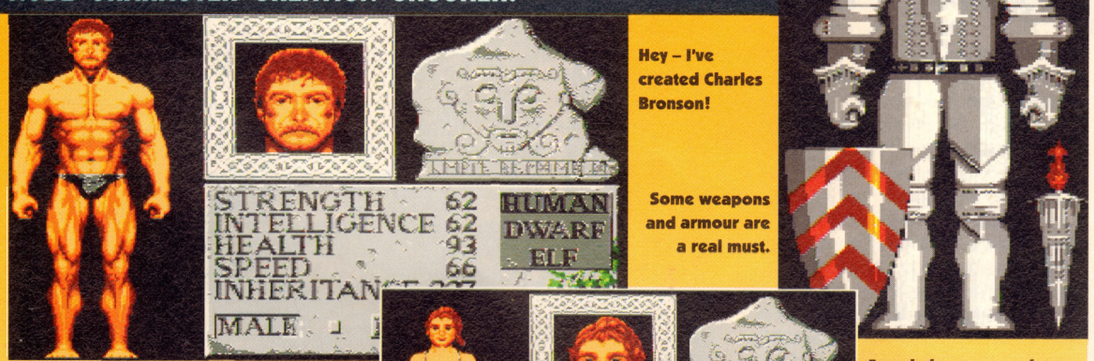
And there's the gambling element to the game, the digitised pictures of shop, guild, temple and pub characters. There's the gambling, the food. The underground stuff with all the different races of creatures. There's the way different characters have different heights, or the way choosing to play a dwarf gives a different eye level during the game. There's the layout of the town – with its docks, its dwarven district and other surprises. There's the way shops close on Sundays, and day turns to night. And there's the presence of werewolves and vampires – and the great way in which both afflications affect the player. There's the big mission at the end of the game, the animation sequences, the clever way in which everyone in the game has their own beliefs, rather than there being any clear band of good guys or bad guys. And I really must tell you about...

● *MARK RAMSHAW*

nothing for too long and you just could get thrown into an underground jail. This can lead to all sorts of underground adventures, where all kinds of monster await. And this is where fighting comes in...

The reason I haven't mentioned combat yet is because a) it isn't actually the most important element of the game, and

NUDE CHARACTER CREATION SHOCKER!



Hey – I've created Charles Bronson!

Some weapons and armour are a real must.

Female heroes are also a possibility in this game of equality.

Adjustments to the visage of a guy (or gal) give some kind of artistic freedom.

Below: Here we get a glimpse of the character's home village.

UPPERS Incredibly complex texture mapping, clever interwoven plot construction, and not a statistic or dice roll in sight. The Amiga RPG comes of age. This is the only Amiga role-playing game you need to remember.

DOWNERS On a standard Amiga the texture mapping can be painfully slow (at anything other than postage stamp size), the sound is under-used, the fighting is a real disappointment, and – despite the graphic style – it still won't attract the arcade crowd. It's just one more reason to buy an A1200 (and a hard drive). And don't even bother playing it with just a single disk drive. Oh, and the price is well over the top. Since when did Amiga games cost forty quid? Eh?

THE BOTTOM LINE

Fact: This is the best role playing adventure game around on the Amiga. A few decidedly non-user friendly bits and a hefty price tag aside, *Valour* is a real success. Not all RPG fans are going to like its fresh approach, but this is just about as advanced as it gets on the Amiga.

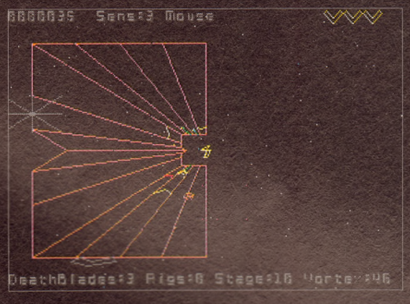
88 PERCENT

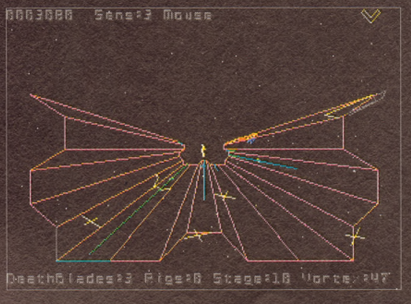
VEKTOR STORM

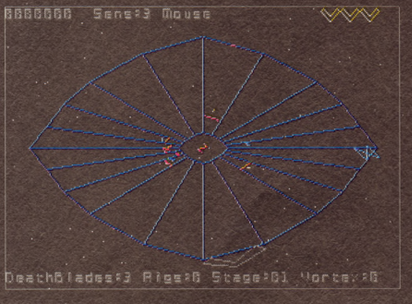
You are the Commander of a small reconnaissance fleet sent to explore an anomaly in the space-time continuum, otherwise known as a "Black Hole". By way of an unexplained equipment malfunction, your fleet exits hyperspace too close to the vortex and is drawn into the void.

When you emerge from the worm hole, you find yourself in a universe fragmented from your own since the big-bang. Everything you knew as truth is now false. Even the very laws of physics have changed.

For countless eons, a sole entity has occupied this universe alone, waiting....







To return to your universe, you must first meet the challenge set before you by your captor: *Beat him at his own game.* Your four remaining ships must fight against an arsenal of intelligent weapons on a series of battlegrids.

The rules are simple. The stakes, ***Your very existence!***

Experience graphics, animation and stereophonic sound like you've never felt before... Pick up a copy of ***Vektor Storm*** today, and prepare yourself for the fight of your life!

Checkmate Digital Ltd.
0707 664-684

Meridian Software Distribution Ltd.
081 543-3500

Micro-PACE UK, Ltd.
0753 551-888

HB Marketing Ltd.
0753 686-000

HiQ Ltd.
081 909-2092

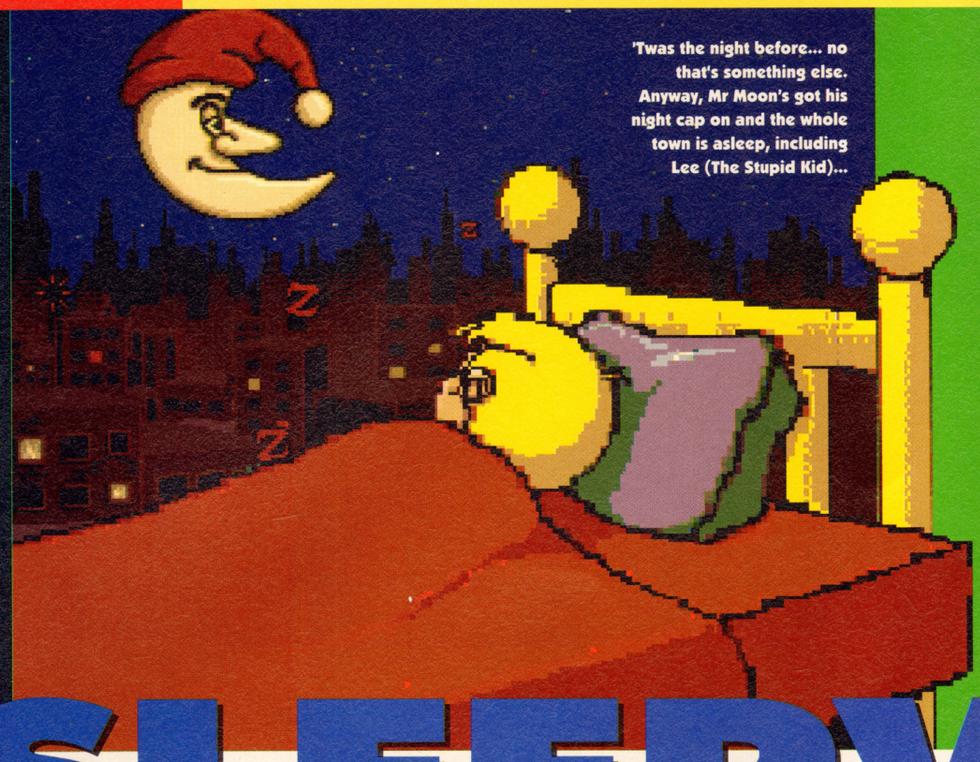
IN STEREO (Where Available)

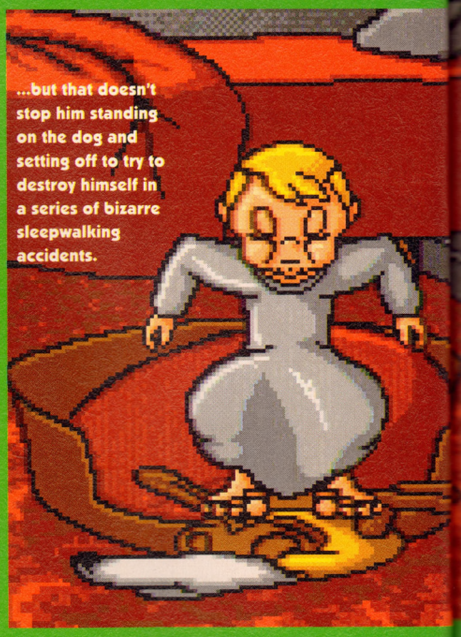
AMIGADOS Release 2 compatible

INOVAGAMES

Inovatronics, GmbH / Im Heidkamp 11 / W-5000 Cologne 91 / Germany / Phone +49-221-875126 / FAX +49-221-8704747
Inovatronics, Inc. Suite 209B, 8499 Greenville Ave, Dallas, TX USA 75231-2499 Phone 214-340-4991 FAX 214-340-8514

SUFFER LITTLE CHILDREN





SLEEPWA

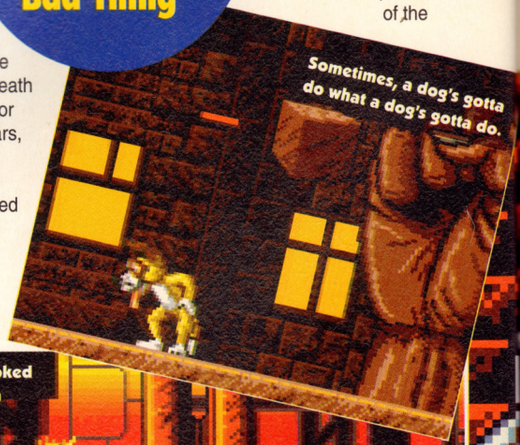
In celebration of Red Nose Day, Ocean have a way of getting you to part with cash

Game: Sleepwalker
Publisher: Ocean
Authors: CTA Development
Price: £25.99
Release: Out now

Xerxes, king of Persia, once said on surveying his army, 'I am moved to pity, when I think of the brevity of human life, seeing that of all this host of men not one will still be alive in a hundred years' time.' And after a couple of days of playing *Sleepwalker*, I'm beginning to understand how he felt. Because if I had an army of Ralph The Dogs instead of the single more or less indestructible one you get here, I'd be cruising for an assassination myself in no time. Now I know what you're all thinking. You're thinking 'Oh bloody hell, what's the useless prat on about now?' Well, it's simple. What I'm on about is that this is a tricky, difficult and frustrating game to play, but I still can't put it down. Controlling Ralph The Dog on his near-impossible mission to save Lee (The Stupid Kid) from certain Death By Somnambulism, I've had poor Ralph falling under speeding cars, swimming into electric eels, colliding with swinging demolition balls, crushed by industrial steam hammers, getting bitten by poisonous snakes, beaten up by nightclub doormen, turned into a bat by Dracula lookalikes and all manner of other unfortunate mishaps, but every time that he just picks himself up, dusts himself down and sets off bravely again on his appointed task, I can't bring myself to leave him to manage on his own.

"Waking up a sleepwalker is an Extremely Bad Thing"

'Manage what?' I supernaturally hear you all cry. Well, it's like this. Lee, the Sleepwalker of the



LKER

(for a good cause).

"It's been excellently put together and it plays dreamily"

One can't help but feel that things would have been easier if this window hadn't been left open.

But there's no use worrying about that now, you'll just have to jump out and set off after the wretched little scamp.

title, is a little boy with a problem. His problem is his predilection for falling out of his bedroom window and wandering in a trance through the streets of his hometown. This is, of course, a Bad Thing, because the streets are, of course, filled with all manner of hazards.

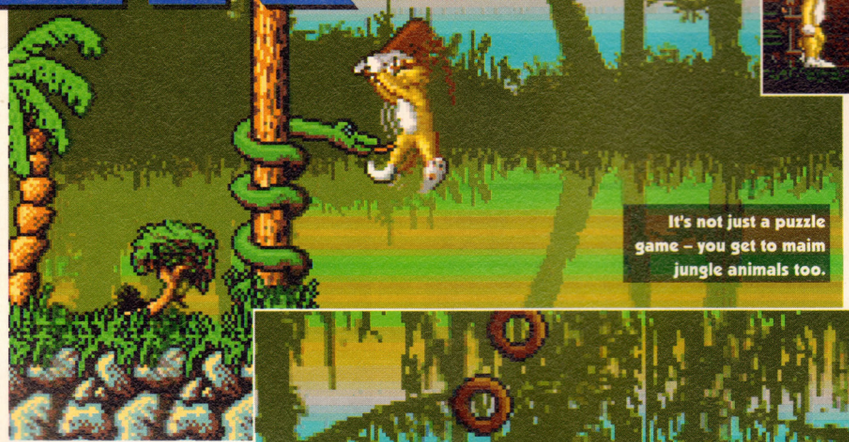
THINGS THAT GO BUMP IN THE NIGHT

Bumping into one of the said hazards would almost certainly cause our, er, hero to awaken from his slumbers, and as we all know, waking up a sleepwalker is an Extremely Bad Thing. Looks like Lee's in trouble, then.

Ah, well, not necessarily. You see, Lee has a guardian angel. Ralph The Dog, his devoted pet, takes it upon himself to shadow Lee on his nocturnal travels, taking out hazards in his path and gently guiding his sleeping charge in the direction of safety, while all the time taking the utmost care never to wake him up. Of course, this means that Ralph himself more often than not falls victim himself to the things which would otherwise get to little Lee, but hey – it's a dog's life, don"t you know?

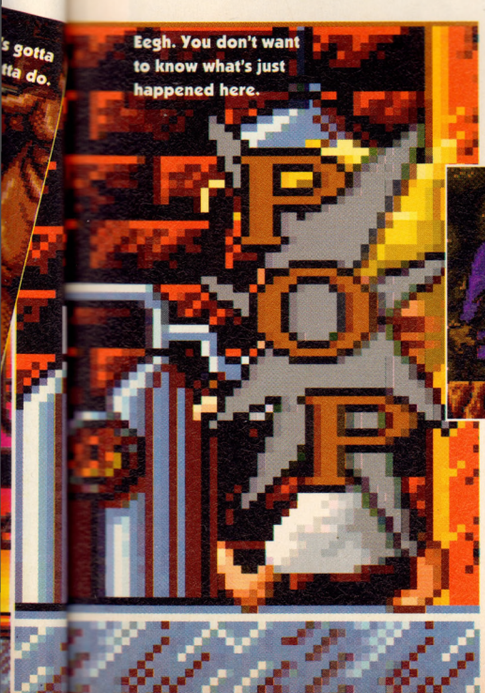
So there you go, that's the game plan. All this stuff takes place over five scrolling levels, filled with hazards both natural (like water which Ralph can swim through but Lee mustn't fall into) and not-so-natural (like weird monsters who'll scare the little poppet to death). There are actually very few enemies as such, most of the game's difficulty coming in guiding Lee through →

With Lee temporarily hiding in safety, Ralph was as happy as a cat with two dustbin lids.



It's not just a puzzle game – you get to maim jungle animals too.

If Ralph doesn't get moving, he's going to have a monkey on his back.

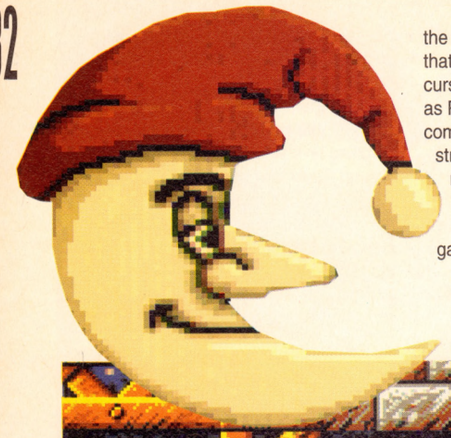


Eegh. You don't want to know what's just happened here.

Below: I'm sure I've seen that bloke somewhere before, y'know. I think it was in a Bugs Bunny cartoon and he was a woman.

After stopping to sample the contents of a bottle found in the litter bin, Ralph and Lee stop for a bit of a sit down.

'Don't walk in front of the car – you'll kill yourself!'

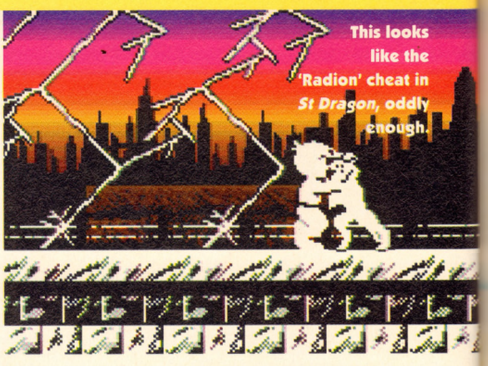


the mazes of platforms. There's plenty of that, though – even in level one you'll be cursing and swearing at the little bleeder as Ralph's increasingly-frantic efforts all come to nothing as Lee blindly walks straight into walls and sewers. You'll need plenty of arcade talent as well as map-reading ability if you're going to make any progress at all in this game, but at least you do get a training level (in the style of *Wizkid* and *Putty*) which prints helpful hints on the screen to guide you through a sample stage and let you get the hang of the controls.

Mind you, you're not going to need much else. There's no depth in the game at all, which means you might well get a bit discouraged by the time you get past the first couple of levels. *Sleepwalker* does its best to keep you interested by means of bonus levels, little cartoon sequences which you only get to see if you complete enough of the previous level, and lots of funny new bits in each new level, but the basic gameplay doesn't change all the way through, and the difficulty level might just be enough to put you off before then.

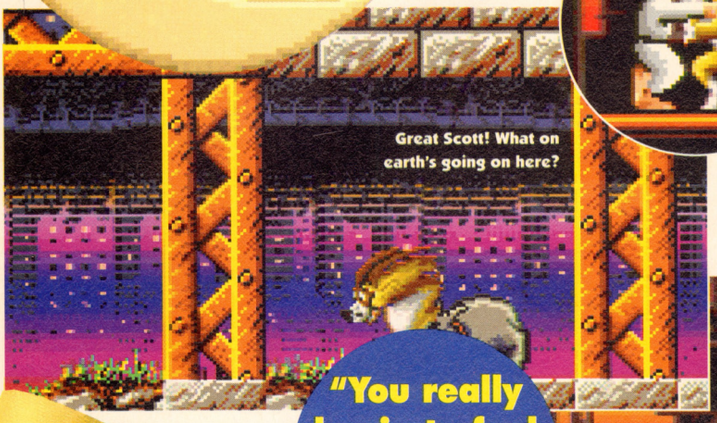
Still, this is all a bit picky, and it doesn't detract from the enormous fun that you'll get out of *Sleepwalker*. It's been excellently put together and it plays dreamily, and the tone's just right too – you really begin to feel for the poor put-upon pooch, and the dream sequences where he imagines what he'd like to see happen to Lee if he wasn't there to stop it are really sweet. I like this game, and if it can help save a few people from starving to death, then so much the better.

● *STUART CAMPBELL*



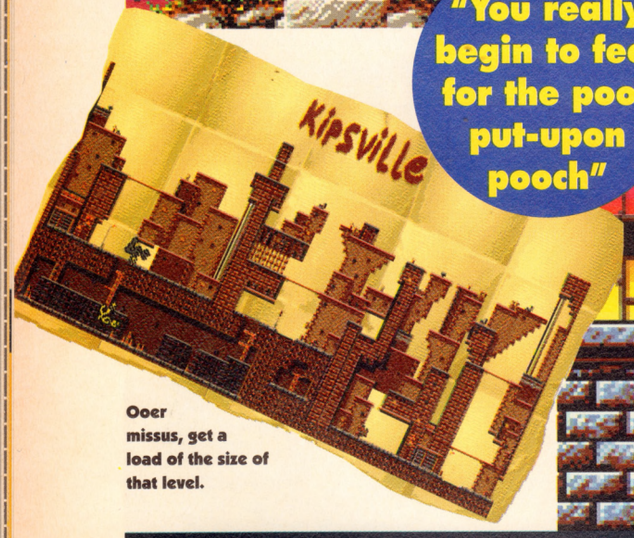
This looks like the 'Radion' cheat in *St Dragon*, oddly enough.

Ralph and Lee get in some quick foxtrot practice.



Great Scott! What on earth's going on here?

"You really begin to feel for the poor put-upon pooch"



Ooer missus, get a load of the size of that level.

Taking a break from hectic action, Ralph and Lee chill out.

UPPERS The central character (the dog, not the kid) is completely lovable, it's very easy to get into, and it's extremely addictive. It's technically spiffing too, with some lovely graphics and fast, smooth parallax scrolling.

DOWNERS The controls can be a bit of a pain in the bum at times, and it's a bit repetitive by the end. Despite all the celebrity sampling, it's a bit lacking on the sound front, too. But hey – it's all for charidee, right?

THE BOTTOM LINE

A smashing little game, and definitely one that's worth having in its own right regardless of the Good Cause. It's not really one for the easily-frustrated, though.

84 PERCENT

ALL FOR CHARITY?

All of this is, of course, very lovely and heart-warming stuff. But just out of sheer Ebenezer Scrooge-type nasty-mindedness, I've been wondering something. Not just me, either – we've had several letters on the subject, and the subject is this. Now it might seem a bit petty, but it strikes me that out of a £25.99 selling price, £4.32 going to Comic Relief seems a bit, well, small. I mean, I remember when Band Aid and all that sort of stuff happened, the big deal was that about 90% of your money went straight to the charity, but with Sleepwalker we're talking about just over 16%. Is someone making a killing out of starving babies? To set the record straight, we spoke to Ocean's Gary Bracey.

'The first thing to point out here is that things are happening this way at the insistence of Comic Relief themselves. The reasoning behind their attitude is that if people are doing something for nothing, they're unlikely to make their best efforts. If everyone who gets behind this is still making money from it, albeit at a heavily reduced rate, then the product will do a lot better. A percentage of the profit from a real effort will be at least as good as the total profit from a half-hearted one.

We've never tried to pretend we were breaking even on Sleepwalker. People are still making some money from it, but why shouldn't they? Sleepwalker wasn't a game specifically designed for Comic Relief, it was a top-quality product that we'd already spent two years developing and had high expectations of making lots of cash from. We could have just re-released Shadow Warriors or come up with a compilation of old stuff, as happened before with Soft Aid, but we put up a really good game that we could have sold normally. The programmers have to eat, we have to pay for our company overheads (Incidentally, Ocean pay for ad space for Sleepwalker as normal, but all the money so received by Future is donated straight to Comic Relief. – Ed), the distributors and retailers take their cut, and of course there's £4 in VAT coming off straight away. Everyone's doing this in good faith – we're not releasing anything else at the same time to compete with it, we're not sticking plugs for ourselves all over the game, everyone's margins have really been hammered. And anyway, the more money we make, the more money Comic Relief makes. At the end of the day, we're hoping to raise at least half a million quid for Comic Relief. The reality of the question is, 'Is it better to do it than not to do it?' and I think there's an

A man who does a lot of work for charity but doesn't like to talk about it, yesterday.

SEIKOSHA - QUALITY PRINTERS

AT AFFORDABLE PRICES

Silica Systems are pleased to recommend the high quality range of Seikosha printers. Built to the highest standards by a company that is used to manufacturing high quality precision products. Seikosha are part of the massive Seiko/Epson group with a turnover of £6 billion and 18,000 staff!.

24 PIN 240 CPS 80 COLUMN

NEW! COLOUR PRINTER

ON-SITE WARRANTY OPTION
1 YEAR - ONLY £10+VAT - POS 8515

- Seikosha SL-95 - 24 pin - 80 col
- 240cps SD, 192cps D, 64cps LQ
- 43K Printer Buffer + 9 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson LQ860/850 Emulation - mono & colour
- Colour Printing as Standard (inc colour ribbon)
- Semi Auto Single Sheet Feeding as standard
- Second Ribbon Drive for Black Printing (Black Ribbon Optional Extra)
- Optional Automatic Cut Sheet Feeder
- 12 Month Repair Warranty
- FREE Silica Printer Starter Kit

PRINTER RRP	£249.00
STARTER KIT	£25.00
TOTAL VALUE:	£274.00
SAVING:	£85.00
SILICA PRICE:	£189.00

£189
+VAT = £222.08 Ref: PRI 8305

FREE! FROM SILICA

- **DELIVERY** Next day - anywhere in the UK mainland.
- **HELPLINE** Technical helpline during office hours.
- **STARTER KIT** With every Seikosha dot matrix printer

Every Seikosha dot matrix printer from Silica comes with a FREE Starter Kit, worth £29.38 (£25+VAT). It includes all you need to get up and running with your new printer.

- 3½" Disk with Amiga & ST Printer Drivers
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Quality Continuous Paper
- 100 Continuous Tractor Feed Address Labels
- 5 Continuous Envelopes on Tractor Feed

RETURN THE COUPON FOR YOUR *FREE* COPY OF SILICA'S
NEW SEIKOSHA CATALOGUE

9 PIN 192 CPS 80 COLUMN

ON-SITE WARRANTY OPTION
1 YEAR - ONLY £10+VAT - POS 8515

- Seikosha SP-1900 Plus 9 pin - 80 column
- 192cps Draft, 48cps NLQ
- 1K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 144 x 72dpi
- Epson and IBM Emulation
- Auto Sheet Feeder Option
- 12 Month Repair Warranty
- FREE Silica Printer Starter Kit

PRINTER RRP	£155.00
STARTER KIT	£25.00
TOTAL VALUE:	£180.00
SAVING:	£70.01
SILICA PRICE:	£109.99

BEST BUY! £109.99
Ref: PRI 8195 +VAT = £129.23

24 PIN 240 CPS 80 COLUMN

- Seikosha SL-90 - 24 pin - 80 col
- 240cps SD, 192cps D, 84cps LQ
- 20K Buffer + 2 Fonts
- Optional Font ROM
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson LQ850 Emulation
- Built-In Semi-Automatic Cut Sheet Feeder - Paper Parking Standard - Optional Automatic CSF
- 12 Month Repair Warranty
- FREE Silica Printer Starter Kit

PRINTER RRP	£199.00
STARTER KIT	£25.00
TOTAL VALUE:	£224.00
SAVING:	£69.00
SILICA PRICE:	£155.00

£155
+VAT=£182.13 - Ref: PRI 8290

ON-SITE WARRANTY OPTION
1 YEAR - ONLY £10+VAT - POS 8515

9 PIN 300 CPS 80 COLUMN

- Seikosha SP-2400 - 9 pin - 80 col
- 300cps SD, 240cps D, 60cps NLQ
- 21K Printer Buffer + 5 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 240x144dpi
- Epson and IBM Emulation
- Paper Parking Standard
- Optional Auto Sheet Feeder Unit
- 12 Month Repair Warranty
- FREE Silica Printer Starter Kit

PRINTER RRP	£185.00
STARTER KIT	£25.00
TOTAL VALUE:	£210.00
SAVING:	£75.00
SILICA PRICE:	£135.00

£135
+VAT=£158.63 - Ref: PRI 8204

ON-SITE WARRANTY OPTION
1 YEAR - ONLY £10+VAT - POS 8515

24 PIN 216 CPS 136 COLUMN

SUPERB VALUE 24PIN WIDE CARRIAGE PRINTER

- Seikosha SL-130AI - 24 Pin - 136 Col
- 216cps Draft, 72cps LQ
- Parallel Interface - 16K Printer buffer - 8 Fonts
- Graphics Resolution: 360x360 dpi
- Epson and IBM Emulation
- Original + 3 Copies (max. thickness 0.3mm)
- Standard Auto Paper Load + Eject, Paper Parking and 1 inch Tear Off Facility - Optional Automatic CSF
- 12 Month Repair Warranty
- FREE Silica Printer Starter Kit

PRINTER RRP	£525.00
STARTER KIT	£25.00
TOTAL VALUE:	£550.00
SAVING:	£321.00
SILICA PRICE:	£229.00

£229
+VAT=£269.08 - Ref: PRI 8395

LASER STARTER KIT NOW AVAILABLE

RRP £29.38 INC VAT ONLY SILICA PRICE £14.69 INC VAT

PC PARALLEL CABLE 1.8m
250 SHEETS 110gsm A4 PAPER
160 LABELS
10 SHEETS SAMPLE LABELS
5 SAMPLE ENVELOPES
SAMPLE COPIER PAPER

4 PPM LASER 300 DPI

INCLUDES 1 YEAR ON-SITE WARRANTY

POSTSCRIPT VERSION AVAILABLE £899+VAT = £1056.33

- OP-104 - 4 Pages per minute
- HP LaserJet IIP™ Emulation
- Resolution: 300x300dpi - 14 Resident Fonts
- Uses Original HP® Font Cards
- Postscript Emulation Option (Extra)
- Optional IBM, Epson & Diablo Emulation Cartridges
- Centronics Parallel, RS232C/RS422 Serial I/faces
- 512K RAM - expandable to 2.5Mb
- Flexible paper handling: Standard paper cassette - 100 sheets, Optional 2nd bin - 300 sheets
- Quiet Operation 46dB(A)
- Compact Design with Straight Paper Path
- Cable required: CAB 7500 for PC - £9.95 or CAB 7614 for ST/Amiga - £14.95

PRINTER RRP	£899
TOTAL VALUE:	£899
SAVING:	£400
SILICA PRICE:	£499

£499
+VAT=£586.33 - Ref: LAS 8004

080193-1200

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available **081-308 0888.**
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours:	Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**	
Opening Hours:	Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Late Night: Thursday - 8pm	Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 462426**	
Opening Hours:	Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening	Fax No: 0702 462363

To: Silica Systems, AMPOW-0393-84, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE SEIKOSHA RANGE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 84F

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

34

Publisher: Silmarils
Authors: Louis-Marie Rocques, Andre Rocques, Jean-Christophe Charter
Price: £29.99
Release: Out now

To cross this ravine, you'll need to have bought enough tracks, and have the man- and mammoth-power to build the bridge. If your tactics are good, you'll be okay, otherwise this route is blocked.

Kolotov keeps tracks of your journey, and the gun's there to shoot yourself when you foul up.

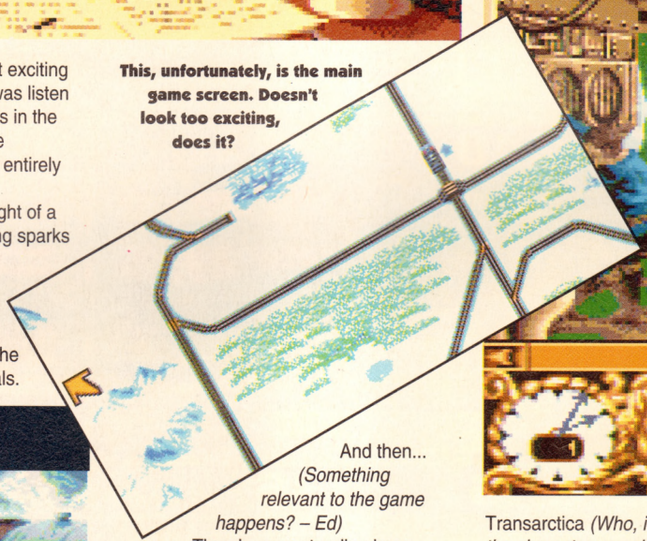
TRANS

It's trains, planes and

Darren wiped the heavy droplet from his nose with the sleeve of his anorak, and peered through the grime and thumb prints that covered his thick-lensed glasses. Rain fell intermittently across the deserted platform as he calculated that the next Inter City wasn't due for another twenty minutes and sat back to enjoy his packed lunch.

As he chomped on his spam sandwiches, Wagon Wheel and coffee from a tartan thermos, Darren was completely unaware of the strange twist his life was about to take. Which was just as well really, for since the most exciting thing he'd ever done in his life was listen to heavy metal tracks backwards in the mistaken belief that he'd receive instructions from Satan, he was entirely unprepared for it.

As he sat, the eerie blue light of a time-warp shrouded him, causing sparks to fly painfully off his dental bridgework and numerous fillings. In an instant, he was whisked through the millennia, propelled by forces far beyond the understanding of us mere mortals.



This, unfortunately, is the main game screen. Doesn't look too exciting, does it?

And then... *(Something relevant to the game happens? – Ed)* ...Then he was standing knee-deep in snow next to a rail line (far larger than a European standard gauge track, he noted) and in shocked amazement he stared as a massive train blurred past him, the ornate snow plough throwing snow off the track with such a force that it took minutes to drift back down again. On and on it went, sparks from the funnel glittering in the icy air above the carriages.

And what carriages! Ten storeys high, entire jails rumbled past. In massive stables, mammoths snorted and munched on hay, while in glass-covered carriages, gardeners tended to their crops. Finally, gun crews serviced massive cannons and machine gun posts, while bawdy ballads were sung heartily in garrison carriages, the shutters locked down to keep out the biting wind. 'Blimey,' thought Darren as silence returned, 'that was even more impressive than the 332 Devonshire Scot that I once saw at Paddington.'

On board, the captain of the train Transarctica *(Who, it should be noted, is the character you play in the game, this 'Darren' chappy being the invention of a staff writer's literary pretensions. – Ed)* was lost in his own despairing thoughts, unaware that the acne-ridden, shivering figure he'd just swept past was in fact a time traveller from the far distant past. While his personal secretary Kolotov recorded the results of the latest mammoth hunt, the captain paced nervously, running over the events of the last few months.

"Darren sat back to enjoy his packed lunch"

He'd believed the ancient writings that others considered heretical. He'd believed that the ice-age was man made and could be reversed. He'd been driven onwards in the belief that he could unlock the secret of Project 'Restore' so that the clouds that had obscured the sky for centuries could be driven away, and for the first time in a thousand years, mankind would see the sun. Breaking the ice-age would break the Viking Union's hold over the world, so they'd fought him all the way.

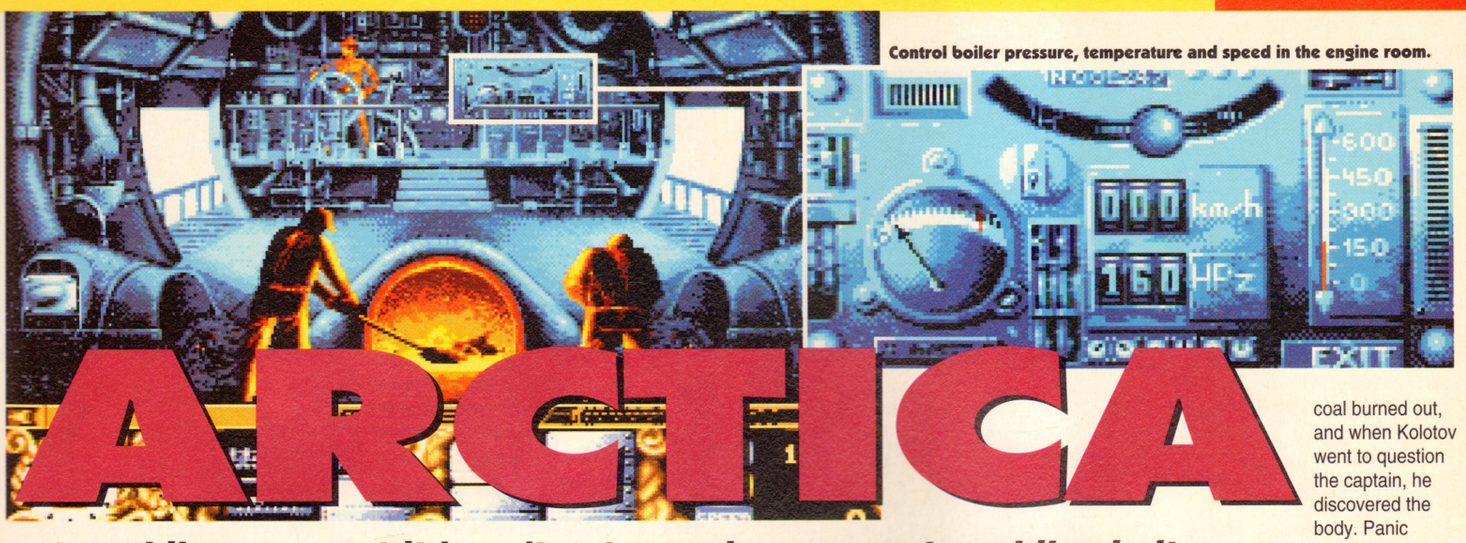
Wandering down to the engine room,

WHERE DO YOU GO TO, MY LOVELY?

You trade your goods for others in these market settlements.

Industrial centres supply carriages for your growing train.

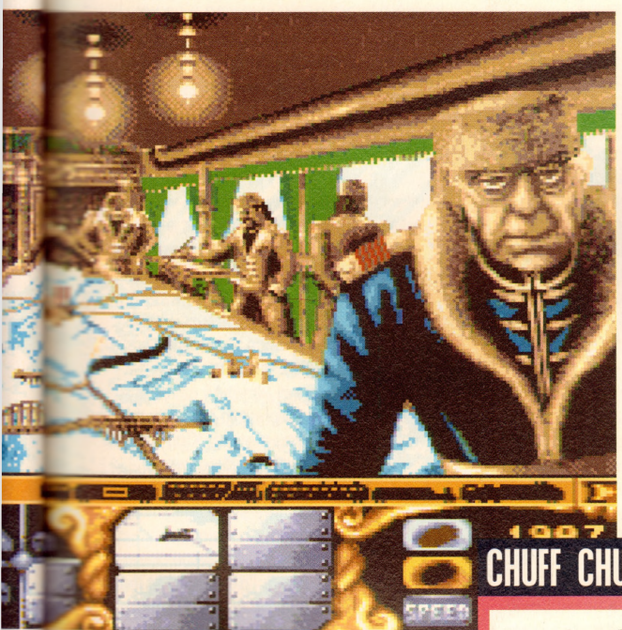
Casablanca's one of the few, vital mammoth markets.



Control boiler pressure, temperature and speed in the engine room.

ARCTICA

automobiles – except it hasn't got any planes or automobiles in it.



From the operations carriage, spies are sent out, and your icy odessy is mapped.

he was shocked that the navvies were still shovelling coal into the cavernous boiler, even though the pressure was dangerously high. If the boiler blew in these Siberian wastes it would be disastrous, but his crew refused to make any independent decisions, and he had to tell them to stop. Such responsibility meant that he was forced to spend half his days checking on the speed, coal supplies and steam pressure.

(Sorry to break your flow Mark, but when are you going to say that the game element is just an action screen consisting of a train network, along which you wend your weary way? And shouldn't you mention that the pictures, although beautiful, have little to do with the game, or that the missiles, combat and trading seem like a good idea, but are in fact duller than a dull thing? Whenever you're ready, Mark. – Ed)

For months now they'd been crossing the entire European/Asian land mass in their stolen train, avoiding Viking Union bases and attacking and looting their trains. They'd traded goods like fur, salt and caviar for the essentials of tracks, slaves and soldiers, buying in areas of plenty and selling them for a profit in towns where demand was high. They'd gone to the industrial Ruhr and bought new carriages which, along with the ones they'd captured in battle, meant that the train now stretched for nearly a hundred carriages. He'd sent out spies to report back from all over the continent, kept his coal supplies plentiful by mining, and even carefully checked his routes out by sending out scout carts.

And for what? It seemed that he'd run and fought, traded and run for months now, but never seemed to get anywhere. He'd picked up a few vague rumours about a sanctuary of warmth, on the existence of a huge lake monster and he'd read a few pages from the journal of an ancient scientist, but now he was out of ideas. What did it all mean? Where should he turn next? He didn't know.

Sadly, the captain returned to his carriage, accepting the fact that he'd brought all these people on a wild and futile quest. The guilt of all the wasted lives too massive, the boredom of travelling for days too great for him to handle. He'd failed, and there was only one thing left. He reached for his revolver.

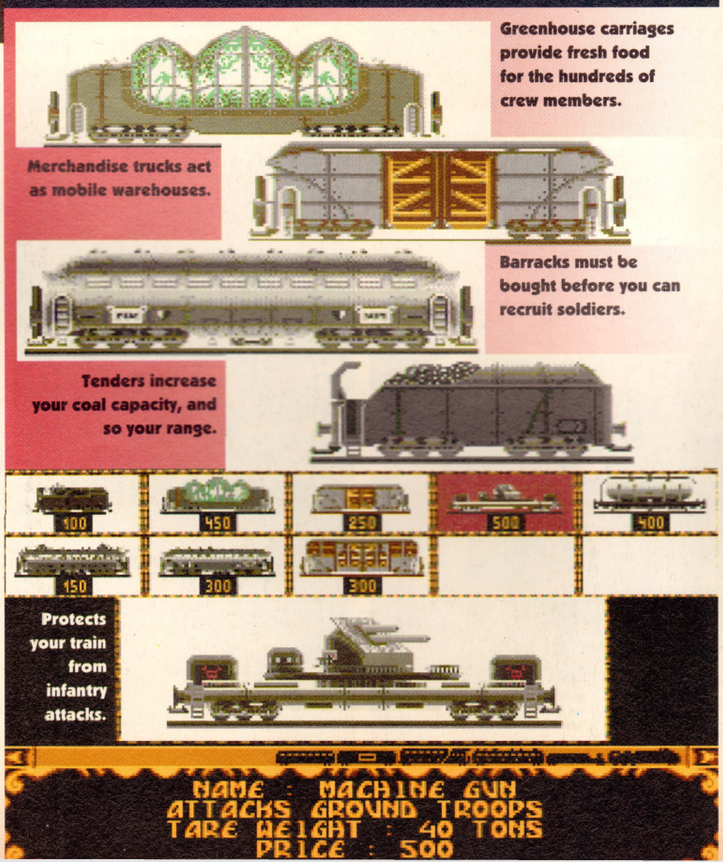
Transarctica ground to a halt as the coal burned out, and when Kolotov went to question the captain, he discovered the body. Panic rippled through the train. They were without a leader, without a quest, without hope. They needed a miracle.

A solitary figure limped out of the fog and snow, its feet gnarled by frostbite, its eyelashes frozen together. The screams and babble faded as the Transarctica crew turned and stared at this person who'd appeared out of the desolate wastes, a thousand kilometres from the nearest town. One by one they bowed before him. Surely this must be the chosen one...

(So are you. Chosen for the sack, that is. – Ed)

● *MARK WINSTANLEY*

CHUFF CHUFF!



UPPERS Brilliant stills and impressive music create a fascinating retro-vision as you captain the Transarctica through this apocalyptic world. Being mouse driven, it's instantly accessible, and the sheer number of locations mean you'll need both strategy and planning to solve the adventure, promising weeks of exploration before you bring back the sun.

DOWNERS Nice pictures aside, the game element isn't at all interesting, being just a train icon heading to location after location. Having to manually add the coal is another needless hassle.The arcade combat sequence is slow and boring and there's a lot of aimless travelling before you can start planning ahead and progressing with your quest. Not enough happens, really.

THE BOTTOM LINE

It's pretty much like *Storm Master* (by the same people) but with trains, and although it's a novel idea, it's one that only partly works. The attempt at a strategy/adventure crossover scores top marks for creativity and atmosphere, but what's lacking is any true gameplay or addiction. If you're into making copious notes while you play then you'll like trading and building up your train, but you'll need a lot of patience to cope with all the travelling.

64 PERCENT

RAGNAROK

Odin's the one with the horns and he's heading for the corner square here. He may well make it, too.

The basic strategy of black here is to cut off the left-hand corner using the pawns. Do it to all the corners and you've got white on the run.

Starting positions on the Ragnarok board. See, it's nothing like chess.

Take some Norse legends, add a little

Game: Ragnarok
Publisher: Mirage
Authors: Imagitec Design
Price: £34.99
Release: Out now

Many would question the validity of converting a board game into a computer game. They'd say that it doesn't use the capabilities of the computer to enhance the game, or that it doesn't provide any more than a set of pieces and a board's worth of entertainment but at a much higher price, or that you can't play it in the bath or something. The counter argument would retaliate that for a start you have a computer opponent, which provides a better challenge to those who keep whopping the butts of all their mates, or indeed for those who don't have any mates. They'd point to *Battle Chess* as an example of a board game which has been enhanced by the battle sequences and animation.

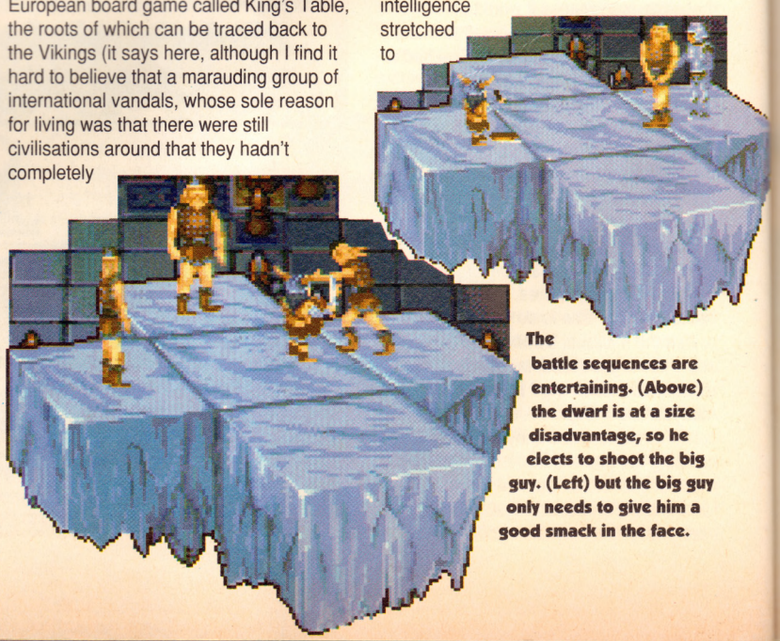
Another good excuse for doing a board game on the Amiga is that it's simply unavailable as a board game. This appears to be the case with *Ragnarok*. *Ragnarok*, as the manual so informatively points out, is based on an ancient European board game called King's Table, the roots of which can be traced back to the Vikings (it says here, although I find it hard to believe that a marauding group of international vandals, whose sole reason for living was that there were still civilisations around that they hadn't completely slaughtered, could come up with an intricate board game involving a heavy strategic element).

Have you ever heard of King's Table? I know I haven't. *(Stuart has. – Ed)* And I bet if you had heard of it, or even read an in-depth account of how it's played and thought to yourself 'Hmmm, sounds like an interesting way of exercising my intellect using strategy combined with a ruthless determination to go for the kill when my opponent is at his weakest', then you wouldn't be able to just pop down the corner shop and get it anyway.

"It's actually a rather intriguing game"

So now you have the chance to buy it for £34.99 in a fascinating new variation called *Ragnarok*. Not only that, you also get King's Table itself bundled with it. Your search is over, your life-time struggle is at an end, your mission is complete. (I should be doing PR for a living, I'd be good at that.)

OK, there might be the odd person out there who's been dying to get hold of King's Table (or any derivatives) their whole life, but for the most of us it's really a case of 'Well, what's that then?' And we're really gong to need some convincing if we're going to shell out thirty five quid for a game that wasn't interesting enough to survive beyond a time when human intelligence stretched to



The battle sequences are entertaining. (Above) the dwarf is at a size disadvantage, so he elects to shoot the big guy. (Left) but the big guy only needs to give him a good smack in the face.

strategy and voila.

wearing helmets with horns sticking out of them as some sort of personal statement.

Happily I can tell you that *Ragnarok* is interesting enough. It's actually a rather intriguing game which offers a wide variety of ways to achieve your objective. I admit I was expecting a kind of poor man's chess (or perhaps a moronically violent man's chess, considering its Viking roots). Instead you get a game which has similarities, no doubt, but has a completely different structure to it. Just look at the board layout and you'll see that it works in a different way.

The doggy one finishes off his opponent.

The two opponents play black versus white, but unlike chess you don't get the same pieces on both teams. The white team plays with eight "Einherirar", the *Ragnarok* equivalent of pawns, Odin himself, who is equivalent to a King in chess, and four special pieces which have their own unique powers. These thirteen pieces are arranged in the middle of the table with Odin at the centre.

The black pieces are made up of twenty pawns (the Giants) and again four special pieces, and these twenty four pieces are arranged around the four sides of the table. The objective of the white team is to get Odin from the centre of the board to one of the four corner squares, thus winning the game. The objective of the black team is to prevent this from happening, and the black team wins if it surrounds the Odin piece on all four sides.

The black team always starts the game. The pawns can move an unlimited number of squares horizontally or vertically as long as nothing blocks their way. The special pieces have varying qualities, such as being able to jump over other pieces like that horsey one in chess, and before the game each player can choose the four special pieces that he wishes to use out of a choice of six.

To take an opponent's piece you have to sandwich it between two of your own, with the exception of a couple of special pieces which require surrounding on three sides and of course Odin who has to be cut off on all four. And that's about it really, with a few other inevitable technicalities in the rules. It might be as clear as mud to you at the moment, but I can assure you that it's dead easy, and if you're still unsure of what to do during the game it will tell you how each piece can move and what options you currently have open to you. You can even get advice on what move to make next.

It's a good game which requires totally different tactics from chess (although the similarities are obvious – there must be some common ancestry here). You can play a human opponent or a computer one. In order to beat the computer and progress to a higher opponent you have to beat it twice, once as black and once as white. To enhance the game further there's an animation run whenever a piece is taken, which is fairly amusing in some cases (like when the dwarf takes a swipe at the giant who does a back somersault to avoid the blow, only for the little guy to pull out a gun and shoot him in the groin). The computer opponents also add the odd quip to wind you up.

The difficult part now is actually rating this thing. I face a similar problem to Mark W in his *Chess Master 2100* review, in that we're really looking at a board game here and if you don't like the board game then you're not going to want it are you? Having said that, it's well executed, the animations enhance the action and *Ragnarok* the board game is not only a lot of fun but a good intellectual challenge too. If you're looking for an original board game with an intelligent strategic element then you'll love it. Anyone else will know that they aren't going to like this, so you can go on to the next review if you like. Simple, isn't it?

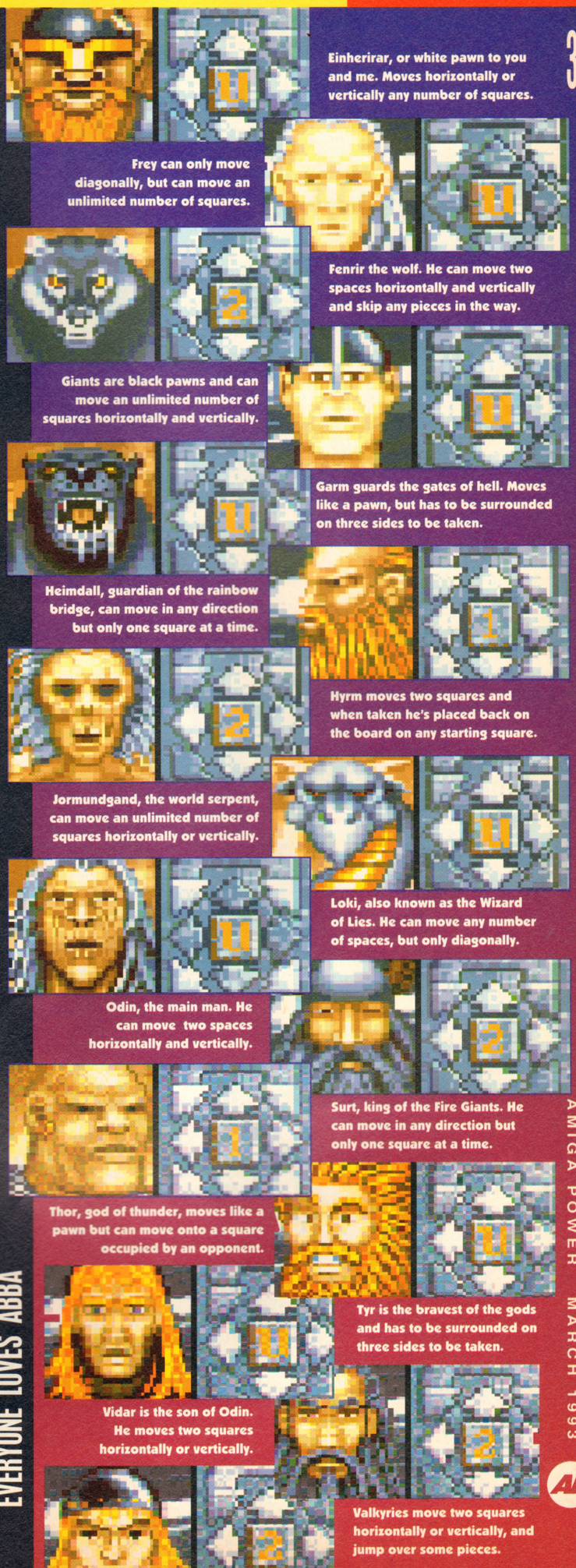
● *TIM TUCKER*

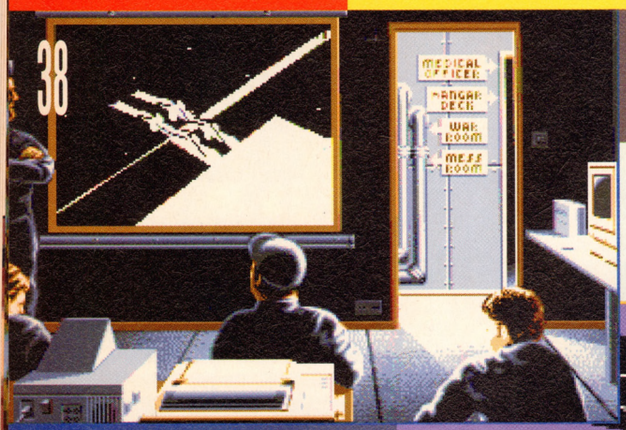
UPPERS Adequate graphics, nice animations, helpful pointers if you're a bit stuck on the rules, and a good board game underneath it all.

DOWNERS It is just a board game after all, and at thirty five quid it's more than you'd pay for the, er, real version (if you could find it).

THE BOTTOM LINE
(I hate to say this because it's such a cliché and means very little quite often but...) Great if you like this kind of thing. An excellent board game that looks and plays well, and even manages to give you a bit of a taste of Norse legend too. A tad expensive, but it will last you your whole life as a two player game. The only shame is that you can't arrange the pieces on your shelf and impress your friends. I don't think the box will have quite the same effect somehow.

74 PERCENT





Okay men, here's the target of the day. Good luck, and don't forget to leer at that nice Kate Adie woman.

Control tower clears you for take off. Hope you feel the need, the need for speed.

Yeeehawww! Cue Danger Zone music, cue gratuitously fast cutting, cue glib Tom Cruise dialogue. All that's missing is Kelly McGillis.

I COULD TELL YOU, BUT THEN I'D HAVE TO KILL YOU

Game: Combat Air Patrol
Publisher: Psygnosis
Authors: Ed Scio, Geoff Bramfitt
Price: £29.99
Release: Early March

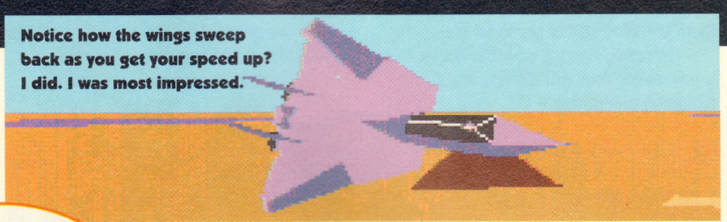
Having responsibility for the lives of thousands of allied soldiers might seem a terrible burden for a single person, but in *Combat Air Patrol* it's just one of the many options you have in your mission to get Saddam Hussein out of Kuwait or. *CAP*'s one of those flight sim – and then some – games, where you not only have the option of flying around happily firing off SAMs, but also control the entire ground war as well. Eek, that sounds a bit complex, doesn't it?

Well yes, but thanks to Psygnosis, *CAP* is an easy-to-fly affair. There's nothing more horrible than searching through a manual the size of the Hampshire to find out where the ignition key is, but thankfully the programmers have realised that no one cares about the lack of such details.

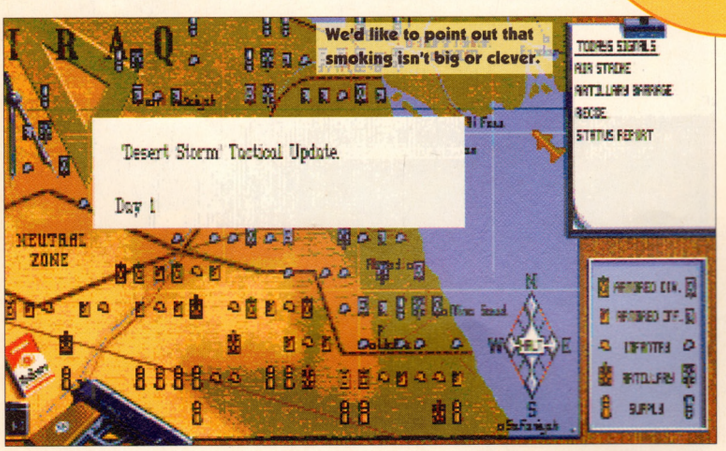
In the Instant Flight mode, you can just skip all the complexities, and quickly start off on the flight deck of the aircraft carrier Theodore Roosevelt, which is sitting in the middle of a sizable fleet in the Persian Gulf. The manual recommends that you use the keyboard controls, but it isn't a flying game if you can't use a joystick is it? So switching to the joystick mode, I took off, waggled around a bit and...

...and crashed into the sea a mere few hundred feet from the ship. Suffering the indignity of being pulled out of the briny, I strapped into my second plane and tried the keyboard like they suggested, and it flies perfectly. This sensation provokes a mixed response. On one hand, the motion is smooth and wonderfully detailed, but on the other, it's a shame you've got to fall back on the keys to control the plane with any degree of precision, as it kind of detracts from the feeling of flying by the seat of your pants.

And here's another pic of a plane.



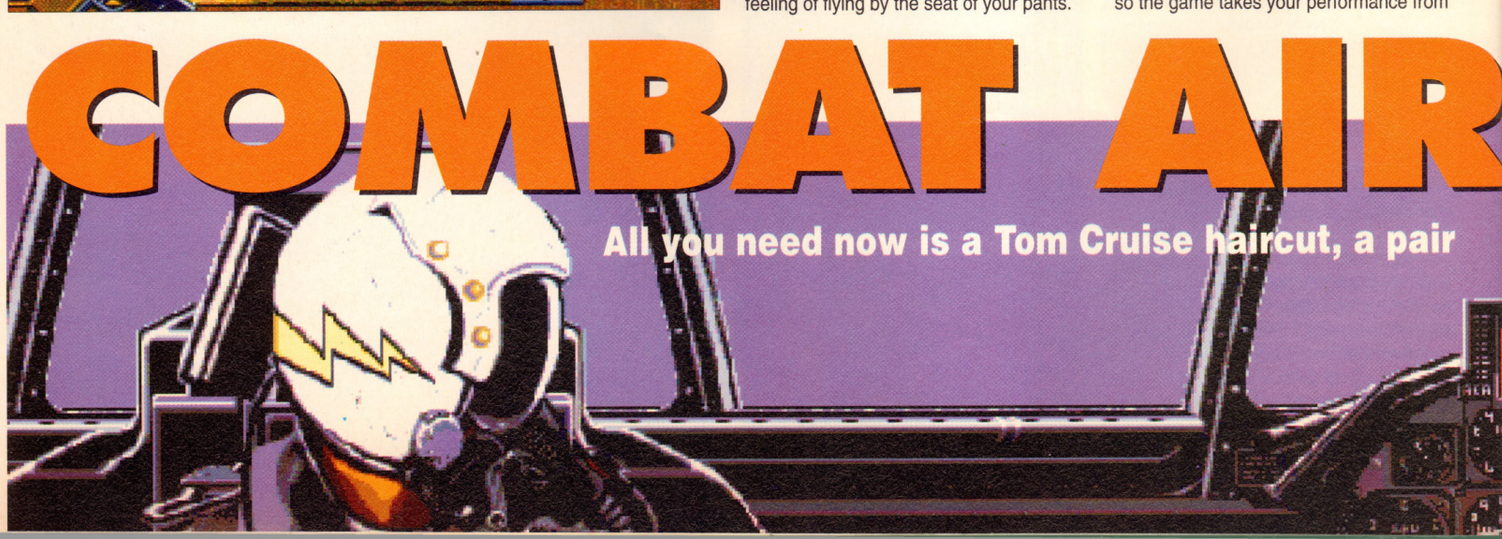
Notice how the wings sweep back as you get your speed up? I did. I was most impressed.



But back to the look of the game. As well as the exterior views, there's the normal front view complete with dials and Head Up Display. You can even look around the skies and, by some bizarre, Exorcist-esque manoeuvre, swivel your head round 180 degrees and smile at your startled co-pilot. Switching to the trailing view, the control surfaces on your plane move in a pleasingly realistic way. I'll say it at the end again, but it's worth saying that *CAP*'s just about the fastest flight sim I've seen on the Amiga, and as such it's one of the most playable ones.

"It's so impressively fast that it's hard to believe"

Of course, the point of *CAP* is that it's not just a flight sim, it's a Gulf War flight sim. The campaign mode starts you off at day one of the war and presents you with a map of the Kuwait, with the ground forces of either side drawn up against each other. You can target enemy units for reconnaissance or air attack, and move infantry or armour up to attack opposing forces. Obviously it would be impossible to fly every sortie yourself, so the game takes your performance from



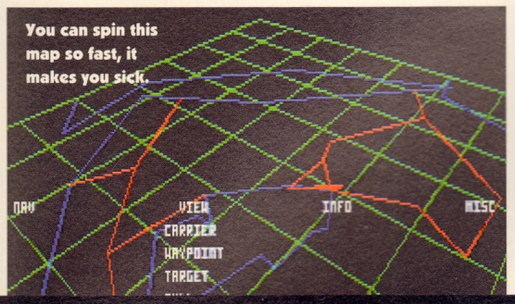
There's scope aplenty for friendly fire incidents.

each mission and uses this as an average. In this way, if you're disastrous in a few missions, your poor performance will be reflected across the entire battle field.

Considering it's based on a war where the allies had total air supremacy after the first few days, there are an awful lot of enemy planes in *CAP*, but I suppose there wouldn't be much of a game without them. For most of the game they're nothing more than a fast-moving blip across your gunsight, but once you've got a Sidewinder locked onto them, then they're generally history. Unfortunately, the same can be said for you, and quite a lot of the time you get that sinking feeling as your hydraulics and engines pack up and 36 million dollars of fighter goes into a steep dive. Thankfully there's an eject option so you can at least watch your plane crash from the safety of a parachute.

There are several difficulty levels, which is just as well really. On the hard level you come under the sort of ground and air fire that you'd expect a novice pilot would receive when he flies a straight, level course across a war zone. It may be fearsomely authentic, but once you've been downed several times, it's good to know that you can bomb airfields, convoys and bridges at an easier level where the defenders are squinting myopically down their gun-sights.

Air threats are the staple of flight sims, but with *CAP* your missions revolve around destroying the ground targets, and your arsenal reflects this. There are the usual free-fall bombs, but why should you bother with them when you've got a high-tech arsenal? Walleye AGM–62 are gliding bombs that you release from a high altitude and guide in using a nose mounted TV camera view, where as the laser-guided variety give you a close up view of the target that's eerily close to the real attacks viewed on the news. These 'stand off' weapons are displayed convincingly, save you the anguish of getting shot to pieces, and add greatly to that 'Gulf War' feeling.



Strafing convoys is a sure-fire way to take the enjoyment out of motoring holidays in Kuwait.

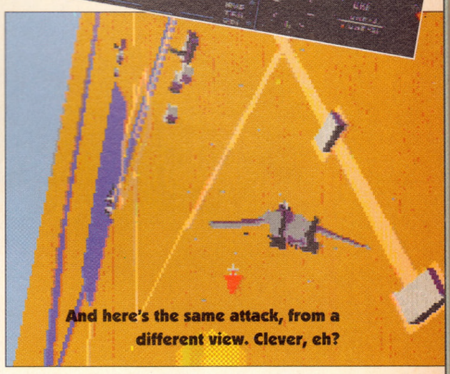
Quite frankly, the guys on the receiving end would rather be at Pontins, Krakatoa.

It's a brilliant game, and even more impressive when you compare it to last month's release *Harrier AV8B*. It's so impressively fast that it's hard to believe unless you see it, but there are a few niggly points.

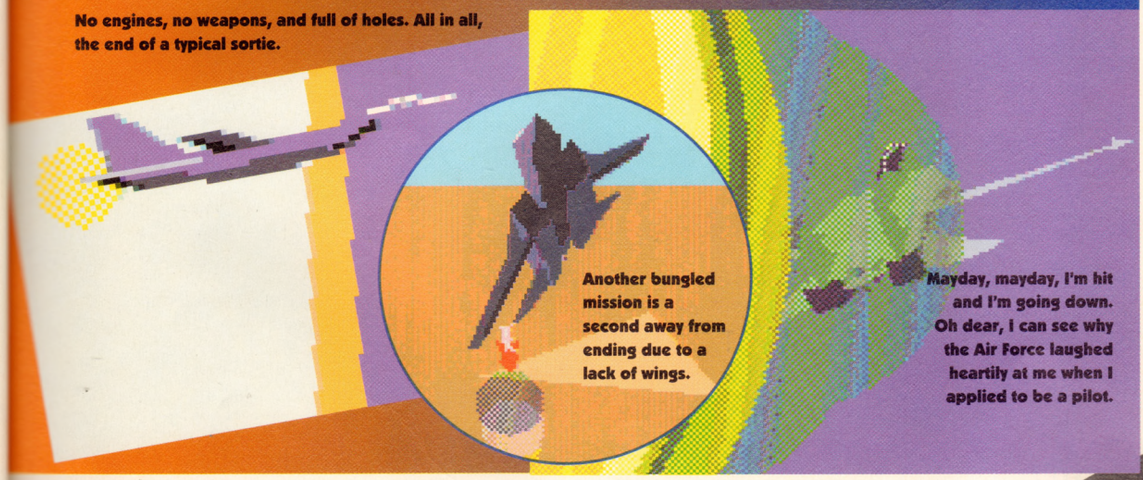
It's possible, for instance, to load up so many weapons that your plane just plummets into the sea. I really can't imagine US ground crew being so stupid as to let you render a plane unflyable, so why allow this overload?

Also, on the harder missions, your life expectancy is in single minutes, but maybe this says more about my lack of pilot skills than the murderous level of ground fire. Small grumbles indeed for such an impressive game.

● *MARK WINSTANLEY*


And here's the same attack, from a different view. Clever, eh?

I CAN'T READ AND I CAN'T WRITE, BUT I CAN FLY A JET FIGHTER. OR CAN I?


No engines, no weapons, and full of holes. All in all, the end of a typical sortie.

Another bungled mission is a second away from ending due to a lack of wings.

Mayday, mayday, I'm hit and I'm going down. Oh dear, I can see why the Air Force laughed heartily at me when I applied to be a pilot.

UPPERS Fast, smooth and extremely playable. The ground attack scenarios and weapons systems offer a wide range of missions, and the campaign is easy enough to make you want to play it.

DOWNERS Not precise enough control on a joystick, silly weapon loading system and, um, that's about it really.

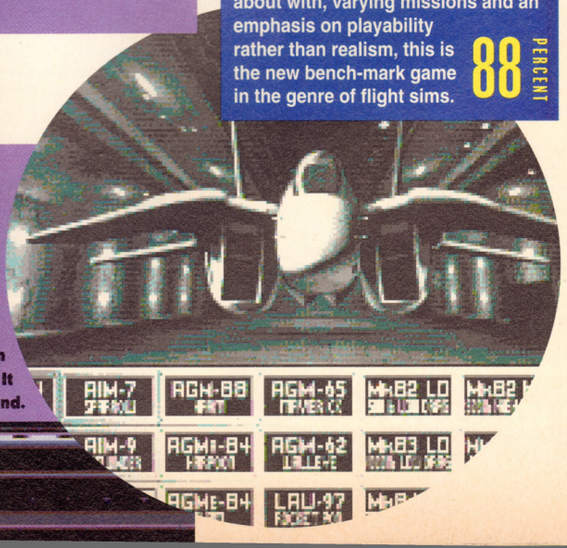
THE BOTTOM LINE
With plenty of weapons to play about with, varying missions and an emphasis on playability rather than realism, this is the new bench-mark game in the genre of flight sims.

88 PERCENT

R PATROL

of Ray Ban Aviators and a leather jacket.

A fun feature is the ability to spin your head round the cockpit. It embarrasses your co-pilot no end.



THE WORLDS MOST POWERFUL

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK
Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW **SUPER POWERFUL TRAINER MODE-**
now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

IMPROVED SPRITE EDITOR
The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

VIRUS DETECTION
Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW **BURST NIBBLER**
Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

NEW **RESTART THE PROGRAM**
Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING
At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

JOYSTICK HANDLER-
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

OR CALL AT OUR LONDON SHOP

ACTION REPLAY

MK III

STILL ONLY

£59.99

AMIGA A500/500+

FOR 1500/2000 VERSION £69.99

FREEZER-UTILITY CARTRIDGE

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync, pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING
Datel Electronics Ltd., neither condones nor authorises the use of it's products for the reprodution of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the express permission of the copyright owner, or the licencee thereof.

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

0782 744707

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

DATEL Electronics LIMITED

222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

BACK ISSUES

1 May 1991
Our first issue! *Eye Of The Beholder, Gods* and *Cybercon III* and the first part of the *Rainbow Islands* player's guide.
On the disk: *Bombuzal* – the complete game!*

2 June 1991
And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!
On the disk: *Kid Gloves* – the complete game!

3 July 1991
You want Core Design, CDTV, *F-15 Strike Eagle II, Deuteros*, and *Toki*? – this is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great PD!*

4 August 1991
The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters, The Executioner* & three great PD games!*

5 September 1991
All the new god sims compared.
Lemmings preview.
Mega lo Mania reviewed.
On the disk: *Barbarian II* demo, plus five (five!) great PD games!*

6 October 1991
Midwinter II, Cruise For A Corpse, Magic Pockets Rodland and many more reviewed.
On the disk: *Rolling Ronny, Captain Planet, Bullfrogger* and still more!*

7 November 1991
Monkey Island II, Indy Jones previews. *Formula One Grand Prix, Blues Brothers, Lotus II, Robocod* reviewed.
On the disk: *Leander, Video Kid*, plus fabulous PD games!*

8 December 1991
Bumper Xmas hardware guide. *Populous II, First Samurai, MicroProse Golf, Knights Of The Sky.*
On the disk: *Cisco Heat, Elvira Arcade* (one meg), best of PD!*

9 January 1992
Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV, Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles.*

10 February 1992
Spring Game Guide. Reviews of *RoboCop 3, Another World, Leander* and more!
On the disk: PD Special – featuring *Mr Wobbly Leg, Raid* and *Squamble.*

11 March 1992
Mega lo Mania II – diary of a game. Platform games buyers guide. Reviews of *Harlequin, John Madden, Shadowlands.*
On the disk: *Pacific Islands* mission and three PD games!

12 April 1992
Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars, Titus The Fox, Vroom .*
Double disk: *Titus The Fox, Project X*, plus *Rome* (one meg only).

13 May 1992
Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya, Project X.*
Double disk: Demos of *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Footy games preview, joystick guide. Reviewed: *Fire & Ice, Addams, Eye Of The Beholder II, Pushover.*
Double disk: Playable levels of *Legend* and *Aqua Ventura.*

15 July 1992
Reviews! *Wizkid, Sensible Soccer, Monkey Island 2, Lure of the Temptress* and (of course) much more.
Double disk: *Galactic, Amega Race, Number Fumbler*, Mental Image shareware.

16 August 1992
Shoot-'em-up guide. Reviewed: *Crazy Cars III, Links, Civilization, Dojo Dan, Might & Magic !!!.*
Double Disk:
D/Generation Level Two, Troddlers, and *Locomotion.*

17 September 1992
Pop stars and their games. Guide to multi-player games.
Reviewed: *Premiere, Bug Bomber, Fascination.*
Double Disk: *Top Secret, Beast Master, Captain Dynamo.*

18 October 1992
The Ultimate Autumn Preview. Where are they now? Reviewed: *Zool, Putty, Lotus III, Troddlers,* and *Beast III*
On the disk: *Lotus III* and *Tearaway Thomas.*

19 November 1992
Industry giants tell us how far the Amiga can go. Mindscape tell all too.
Reviewed: *Assassin, Pool, Doodlebug,* and *Rome AD 92.*
On the disk: *Doodlebug* and *Metamorphosis.*

20 December 1992
Readers' Top 100. 1993 games. Reviewed: *Road Rash, BC Kid, Pinball Fantasies, Kyrandia.*
On the disk: *Lethal Weapon, Fire And Ice Xmas Special, Bill's Tomato Game.*

21 January 1993
Our (second) brilliant year. Is CDTV a Good Thing... or not? Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.*
On the disk: *Sensible Soccer* (special version), *CAP* and *Trolls.*

22 February 1993
The A-Z of Arcade Games (part 1), A Clone Again Or... Reviewed: *Street Fighter II, Chaos Engine, Lionheart,* and *Alien³.*
On the disk: *Alien³, Arabian Nights,* and *Atom Smasher* (great PD).

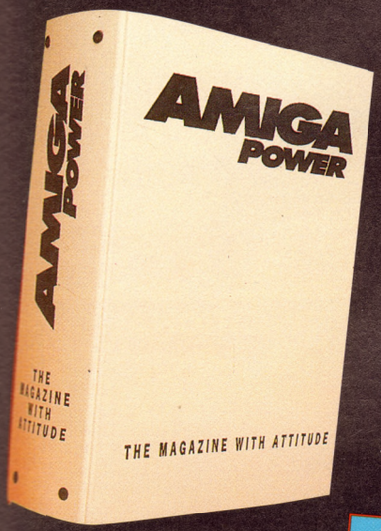
OVERSEAS ORDERS

If you live outside the UK and want to buy back issues, they cost £5.50 (Sterling) each and you can pay by International Money Order, Euro Cheque or Credit Card.

* *Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible*

SPEND!

Essential Amiga goodies – go on, treat yourself!



BINDER

Do you suffer with ragged, dog-eared old mags? Do you wish you'd looked after them better? Even if you don't, why not keep your copies of Britain's best-selling Amiga games magazine pristine and perfect in one of these lovely-looking binders? They're gorgeous, they're white and they're finished with a smart royal blue logo. Just the thing to give your home a touch of class.

£4.95

AMIGA POWER T-SHIRT

It's black, it's cotton, it's stylish – it's the AMIGA POWER long-sleeved T-shirt. It features the AMIGA POWER logo on the front and 'ATTITUDE' down one arm. One size, Extra Large, fits all!

Don't be seen without one!

£9.99

THE VID

Oh, have we got a video? Well yes, actually, we have. And, even if we do say so ourselves, it really is a bit of a corker. If you want the very best in top tips and hot hints for *Formula One Grand Prix, Zool, Putty, Monkey Island 2, Lemmings, Myth, Pushover, Rome AD 92, Knights Of The Sky,* or *John Madden Football* then you'd jolly well better send off for The AMIGA POWER Tips Video right away. We've put together 58 minutes of top-notch playing guides just for you, and frankly we think you'd be more than foolish to miss it.

£9.99

RETURN THE COUPON (BELOW) OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Send me the following things as soon as you can...

Please indicate as appropriate

AMIGA POWER BACK ISSUES

£4.00 EACH (including postage and packing)

1	2	3	4	5	6	7
☐	☐	☐	☐	☐	☐	☐

8	9	10	12	13	14	15	16	19	20	21	22
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

VIDEO £9.99 EACH ☐ *Please indicate the number you require*

AMIGA POWER BINDER £4.95 EACH ☐ *Please indicate the number you require*

AMIGA POWER T-SHIRT £9.99 EACH ☐ *Please indicate the number you require*

Remember to include all items indicated in the cost. **TOTAL COST £** _____

Please allow 28 days for delivery of your goods

METHOD OF PAYMENT *please indicate*

☐ ☐ ☐ **CHEQUES** *payable to Future Publishing Ltd*

card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

expires ☐☐☐☐

Signature _____

Name _____

Address _____

_____ Post Code _____

Telephone No _____

Enclose this coupon (together with your cheque if applicable) in an envelope to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR

THIS COUPON IS VALID UNTIL 31 MARCH 1993 **AP/MAG/0393**

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to:

Dept AP23, 10 Tinkler Side, Basildon, Essex SS14 1LE

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £3.00 per item for Airmail. These offers are available Mail Order only. Telephone orders: Mon-Fri 9am-7pm. Saturday and Sunday 10am-4pm. Tel orders: 0268 271172 Fax orders: 0268 271173 Next day service available add £2.50 - ring for details. Check to see if games are 1 Meg Capacity.

3D Con Kit 2 ..... 34.99
Addams Family 16.99
Afterburner 6.99
Airbus 22.99
Air, Land, Sea 24.99
Air Support 19.99
Alien Breed Special Edition 10.99
Alien 3 ..... 19.99
Altered Beast 6.99
Amberstar 19.99
Amos The Creator 29.99
Amos 3D 24.99
Amos Compiler 19.99
Amos Professional 44.99
Another World 19.99
Aquatic Games 16.99
Arkanoid 2 ..... 6.99
Award Winners 16.99
Archer Macleans Pool 16.99
Arsenal FC * 16.99
Ashes of Empire 22.99
Assassin 16.99
A - Train* 22.99
AV8B Harrier Assault ... 22.99
B.C. Kid 17.99
B17 Flying Fortress (1 Meg) * 22.99
Batman the Movie 6.99
Bat 2 (1 Meg) 26.99
Battletoads * 19.99
Battle Isle Data Disk 13.99
Bill's Tomato Game 19.99
Billy the Kid * 16.99
Birds of Prey (1 Meg) 22.99
Bitmap Bros Vol 2* 17.99
Black Crypt 19.99
Blues Brothers 8.99
Board Genius 19.99
Bonanza Bros 16.99
Bubble Bobble 6.99
Caesar 19.99
California Games 2 ..... 16.99
Carl Lewis Challenge 16.99
Campaign 22.99
Castles 19.99
Championship Manager (1 Meg) 16.99
Chaos Engine 16.99
Chuck Rock 2 * 16.99
Civilisation (1 Meg) 22.99
Combat Classics 19.99
Combat Air Patrol 19.99
Contraptions * 13.99
Conan The Cimmerian * 19.99
Cool World 17.99
Covert Action (1 Meg) 22.99
Crazy Cars 3 ..... 16.99
Cruise For A Corpse 19.99
Crystal Kingdom Dizzy * 14.99
Curse of Enchanta 22.99
Daley Thompson Challenge 6.99
Dark Seed * 20.99
Dark Sun: Shattered Lands * 21.99
Dark Queen of Krynn 22.99
Death Knights Of Krynn (1 Meg) 19.99
Deluxe Paint 4 ..... 54.99
Demonsgate * 22.99
Desert Strike * 19.99
Dizzy Collection 16.99
Doodle Bug 17.99
Double Dragon 8.99
Double Dragon 2 ..... 8.99
Double Dragon 3 ..... 16.99
Dreadnought 22.99
Dream Team 17.99
Dune 19.99
Dungeon Master Chaos 19.99
Dynablaster 19.99
Easy Amos 29.99
Elite 2 * 22.99
Epic 19.99
Euro Football Champ 16.99
Eye of the Beholder (1 Meg) 19.99
Eye Of The Beholder 2 (1 Meg) 21.99
Eye of the Storm * 19.99
F15 Strike Eagle 2 (1 Meg) 22.99
F16 Combat Pilot 8.99
F19 Stealth Fighter 19.99
Falcon 3 * 24.99
Fantastic Worlds 20.99
Ferrari Grand Prix * 17.99
Fire Force 16.99
Fire and Ice 16.99
First Samurai + Mega-Lo-Mania 19.99
Flag * 19.99
Flash Back * 19.99
Flood 8.99
Football Crazy 16.99
Football Director 2 (1 Meg) 16.99
Football Manager 3 * £16.99
Formula One Grand Prix ... 22.99
Games 92-Espana 19.99
Ghostbusters 2 ..... 6.99
Ghouls and Ghosts 6.99
G LOC 16.99
Gobliiins 2 ..... 19.99
Gods 16.99
Graham Gooch * 19.99
Graham Taylor 16.99
Gruesome * 16.99
Gunship 2000 * (1 Meg) 22.99
Guy Spy 19.99
Hard Drivin 6.99
Harlequin 16.99
Harpoon + Battleset 2 ..... 22.99
Harpoon Battleset 3 ..... 9.99
Harpoon Battleset 4 ..... 9.99
Harpoon Scenario Editor 13.99
Head Over Heels 6.99
Head to Head 22.99
Heart Of China (1 Meg) 22.99
Heimdall (1 Meg) 19.99
Hook 16.99
Humans 19.99
Ian Botham 19.99
IK+ 6.99
Indy Jones - Atlantis Action 19.99
Indy Jones - Atlantis Adv (1 Meg) 24.99
Int Sports Challenge 19.99
Ishar 19.99
Jack Nicklaus Extra Courses 10.99
Jack Nicklaus Golf 7.99
Jack Nicklaus Unlimited Golf (1 Meg) . 19.99
Jaguar XJ220 (1 Meg) 16.99
Jimmy Whites Snooker 19.99
John Madden 16.99
Jo & Mac Caveman Ninja * 17.99
Keys of Maramon * 16.99
KGB* 20.99
Kings Quest 5 (1 Meg) 22.99
Knightmare 19.99
Knights of the Sky (1 Meg) 22.99
Laser Squad 2 * 16.99
Leeds United 17.99
Leander 16.99
Lethal Weapon 3 ..... 16.99
Legend 21.99
Legend of Kyrandia 23.99
Legends of Valour 24.99
Lemmings + Data Disk 19.99
Lemmings Data Disk 13.99
Lemmings 2 * 17.99
Links 24.99
Lombard Rally 6.99
Lost Treasure Of Infocom 32.99
Lure of the Temptress 19.99
M * 21.99
M1 Tank Platoon 19.99
Magic Pockets 16.99
Magic Boy * 17.99
Man Utd. Europe 16.99
Match of the Day 16.99
Mcdonalds Land* 16.99
Mega Fortress (1 Meg) 22.99
Mega Sports 19.99
Mega Traveller 1 (1Meg) 19.99
Mega Traveller 2 (1 Meg) 19.99
Microprose Golf 22.99
Midwinter 2 (1 Meg) 22.99
Moonstone (1 Meg) 19.99
New Zealand Story 6.99
Nigel Mansell World Champ 19.99
No Second Prize 19.99
Operation Wolf 6.99
Ork 19.99
Outrun 6.99
Pang 6.99
Paperboy 2 ..... 16.99
Parasol Stars 16.99
PGA Golf Courses 9.99
PGA Tour Golf+ 19.99
Pinball Dreams 16.99
Pinball Fantasies 19.99
Piracy 19.99
Pool of Radiance (1 Meg) 19.99
Pools of Darkness (1 Meg) 21.99
Populous 8.99
Populous 2 + ... 22.99
Populous Challenge Disk 10.99
Powermonger 19.99
Powermonger Data Disk 1 ..... 9.99
Premiere (1 Meg) 19.99
Premier Manager 17.99
Prince of Persia 4.99
R-Type 6.99
Railroad Tycoon (1 Meg) 22.99
Rainbow Collection 13.99
Rainbow Islands 6.99
Ramparts 16.99
Renegrade 2 * 16.99
Reach for the Skies * 22.99
Red Zone 16.99
Risky Woods 16.99
Road Rash 19.99
Robocop 8.99
Robocop 3 ..... 16.99
Robo Sport 19.99
Rome AD 9 * 16.99
Rookies * 16.99
Sabre Team 19.99
Scrabble * £18.99
Second Surami * 16.99
Secret of Monkey Island (1 Meg) 16.99
Secret Monkey Island 2 .... 24.99
Sensible Soccer 92/93 . 16.99
Shadow Lands 19.99
Shadow of Beast 3 ..... 19.99
Shoot Em Up Con Kit 8.99
Shuttle 19.99
Silent Service 2 (1 Meg) 22.99
Silkworm 8.99
Silly Putty 16.99
Sim City+Populous 19.99
Sim Earth 22.99
Sleepwalker 16.99
Space Crusade 16.99
Special Forces 22.99
Strategy Masters 20.99
Street Fighter 2 ..... 19.99
Strider 6.99
Striker (1 Meg) 16.99
Strip Poker 2 + Data 6.99
Stunt Car Racer 6.99
Super Fighter 17.99
Superfrog* 17.99
Super Hang On 6.99
Super Tetris 16.99
Team Yankee 2 (1 Meg) 19.99
The Manager 19.99
Their Finest Hour (1 Meg) 19.99
Titus The Fox 16.99
Top League 20.99
Troddlers 16.99
Tornado * 16.99
Turbo Challenge 8.99
Turbo Challenge 2 ..... 16.99
Turbo Challenge 3 ..... 16.99
TV Sports Baseball 19.99
Universal Monsters* 17.99
Utopia + Data Disk 19.99
Walker * 16.99
Waxworks 22.99
Ween * 19.99
Western Front * 20.99
Winter Challenge * 22.99
Wing Commander (1 Meg) 22.99
Wizkid 16.99
World Class Cricket 19.99
WWF 2 ..... 17.99
Zool 16.99

SPECIAL OFFERS

Kick Off 2 Final Whistle	**7.99**
Kick Off 2 Giants of Europe	**7.99**
Kick Off 2 Return to Europe	**7.99**
Kick Off 2 Winning Tactics	**5.99**
Kick Off 2 1Meg	**9.99**
Kick Off 2 ½ Meg	**7.99**
Shadow Of Beast 2	**6.99**
The Kristal	**9.99**
Mercenary 3	**9.99**
Popeye 2	**5.99**
Thunderstrike	**6.99**
Seymour Goes to Hollywood	**6.99**
Mega Lo Mania	**9.99**
Turbo Challenge 2	**12.99**
CHUCK ROCK	**10.99**
Turtles 2 Coin Op	**18.99**
Abandoned Places	**19.99**
Cool Croc Twins	**16.99**
PRINCE OF PERSIA	**4.99**

EDUCATIONAL

The Three Bears	**(5-10)**	**13.99**
Magic Math	**(4-8)**	**13.99**
Maths Mania	**(8-12)**	**13.99**
Junior Typist	**(5-10)**	**10.99**
Better Spelliong	**(8-14)**	**13.99**
Better Maths	**(12-16)**	**13.99**
Fun School 2	**(6-8)**	**6.99**
Fun School 2	**(+8)**	**6.99**
Fun School 2	**(U6)**	**6.99**
Fun School 2	**(5-7)**	**16.99**
Fun School 3	**(+7)**	**16.99**
Fun School 3	**(U5)**	**16.99**
Fun School 4	**(5-7)**	**16.99**
Fun School 4	**(7-11)**	**16.99**
Fun School 4	**(U5)**	**16.99**
Noddy's Playtime	**(3+)**	**16.99**

JUNIOR ADVENTURE

A Christmas Carol Scrooge	**(+8)**	**13.99**
Robin Hood	**(+8)**	**13.99**
The Wind in the Willows	**(+6)**	**13.99**
The Wizzard of OZ	**(+6)**	**13.99**

BLANK DISKS

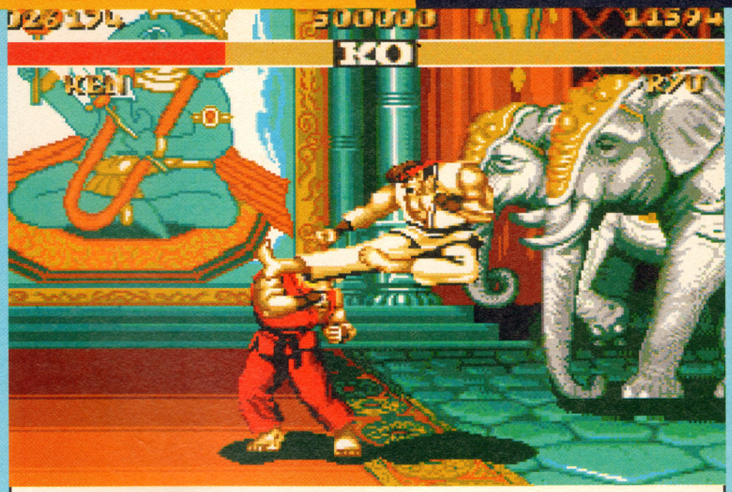
TDK - Boxed
10 x 3.5" - £7.99
20 x 3.5" - £14.50
50 x 3.5" - £35.00
Precision - Boxed
10 x 3.5" - £6.45
20 x 3.5" - £11.99
50 x 3.5" - £26.00
100 x 3.5" - £49.99
Unbranded - Loose
10 x 3.5" - £5.99
20 x 3.5" - £10.99
50 x 3.5" - £23.99
100 x 3.5" -£44.99
Recycled - Loose
10 x 3.5" - £4.50
20 x 3.5" - 8.50
50 x 3.5" - 16.00
100 x 3.5" - 30.00

½ Meg Upgrade without clock 24.99
½ Meg Upgrade with clock 26.99
3.5 Disk External Disk Drives at 49.99

JOYSTICKS

Quick Joy Top Star	**17.99**
Quick Joy 2 Turbo	**10.99**
Quick Joy Jet Fighter	**11.99**
Computek Fighter	**5.99**
Cheetah 125+	**7.99**
Competition Pro Extra	**14.99**

COMPLETE control



If you're stuck, confused, or just too lazy to play the game for yourself, Big Jonathan Davies has the tips you need.

LOTUS III (Gremlin)

Stephen Jaques of Newbiggin-by-the-Sea reckons he's found an extra course. Type GAMESMAST into the code box and you'll be able to play the special course designed for the programme.

A turbocharger is a device which forces more air into the cylinders.

STREET FIGHTER II (US Gold)

The thing about *Street Fighter II* is that people get very excited about it. And they get excited about the tiniest things. To the ordinary man in the street, the idea of playing 'same character vs same character' might not seem exactly revelatory. But to the *Street Fighter II* aficionado it's headline news. Presses were stopped across the globe when someone discovered how to do it on the Super Nintendo version, and now Amiga owners can do it too.

To play with Guile vs Guile, for example, what you've got to do is start the game and select a two-player game. Let Player 2 select his control method first. Then Player 2 should select Guile. (He must select his character and press fire first.) Then Player 1 selects any other character. You should let Guile win. Then do exactly the same, but with Player 1 selecting a different character, also letting Player 2 press his fire button first and win. Repeat this so Guile wins four consecutive matches over four characters. Player 2 should then select Zangief, pressing fire first, and Player 1 should select Guile. When the match begins you should both be Guile.

It seems like an awful lot of effort, but Adrian Harper and Charles Lindsay, both of Douglas on the Isle of Man, assure us it's worth the trouble.

BC KID (Ubi Soft)

Here's a little tip from Christopher Harker (aged 11) of Shepshed. Jump up and turn on the autofire on your joystick, he suggests, and you'll glide through the air while spinning madly. This should help you dodge all those horrible dinosaurs and volcanoes, he adds.

Volcanoes are mountains with holes in the top which eject molten rock (lava).

NICKY BOOM (Microids)

Some codes, quite simply, from Lee Perkins of Bristol.

Level 1: MEDIT
Level 2: KRATTY
Level 3: MIRTES
Level 4: ARRAX
Level 5: JANIR
Level 6: TRINOS
Level 7: SIXAN

A snail is an air-breathing gastropod mollusc with a spiral shell.

FIREFORCE (ICE)

Take your roster disk and copy it. Then, if you die, place one of the roster disks in the drive and follow the prompts on screen. Once on the roster screen, reload the other disk and your commando will still be alive and kicking. You can do this as many times as you want – just keep using the same disk for failed missions. That's according to Richard Lambert (aged 14) of Chesterfield, anyway.

PLEASE WRITE!

If you've got any tips for Amiga games, send them in. The address is: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

PREMIER MANAGER (Gremlin)

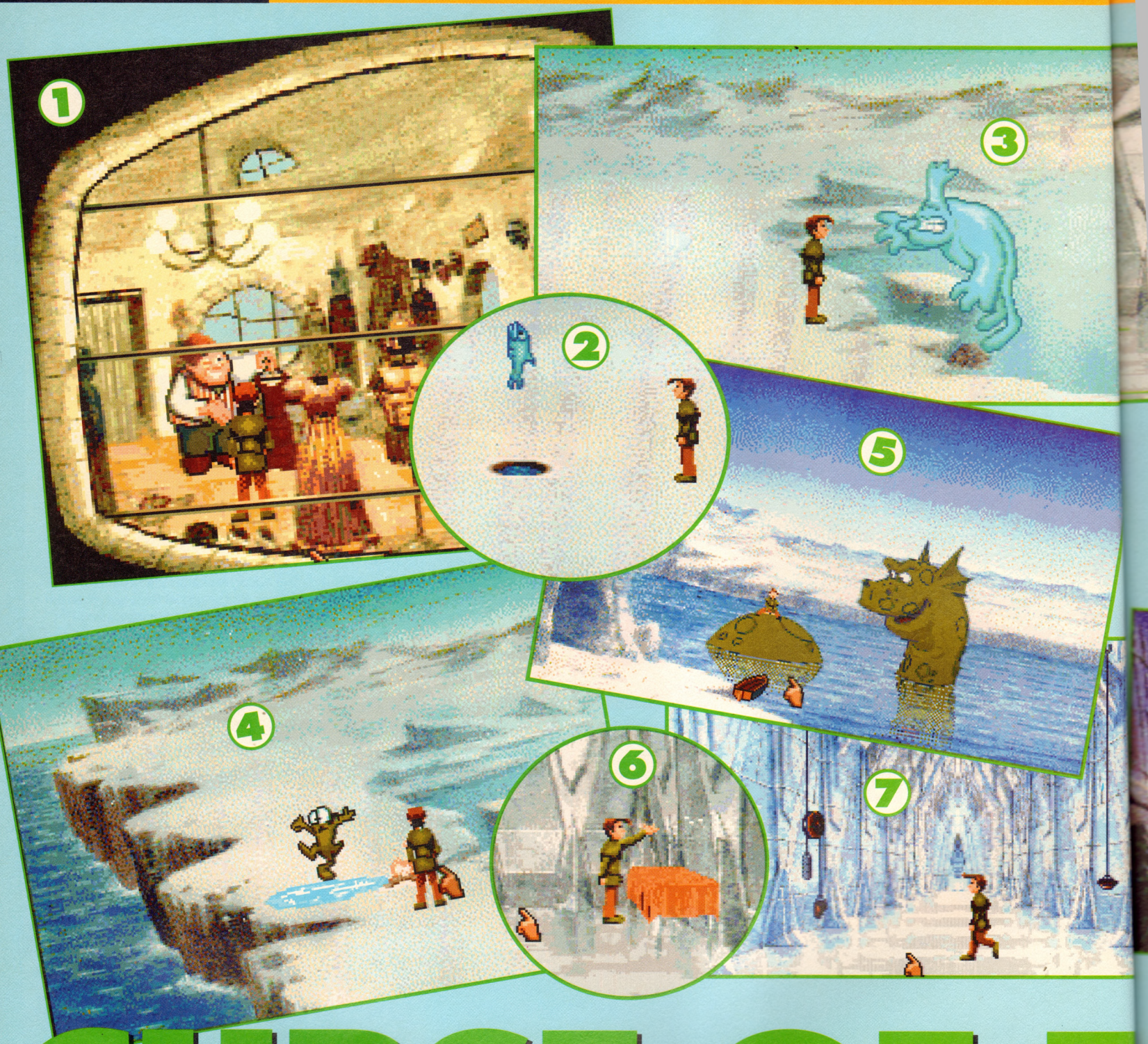
A football management game that's actually *quite good*? We're still reeling...

Alan Welsh of London reckons that if you dial 753423 – Gremlin's phone number – on the telephone you'll activate a cheat mode. Your goalie, now called Gremlin, will have his handling and stamina skills raised to 99, making him really rather good.

ALIEN BREED '92 (Team 17)

It's... the codes! (From Mark Bowes of Darlington.)

Level 2: XXDFA
Level 4: RTHAA
Level 6: LAEEA
Level 8: UYTTA
Level 10: PPEAB



CURSE OF E

Tim Tucker takes you on a magical journey to the snowy wastes, the graveyard and th

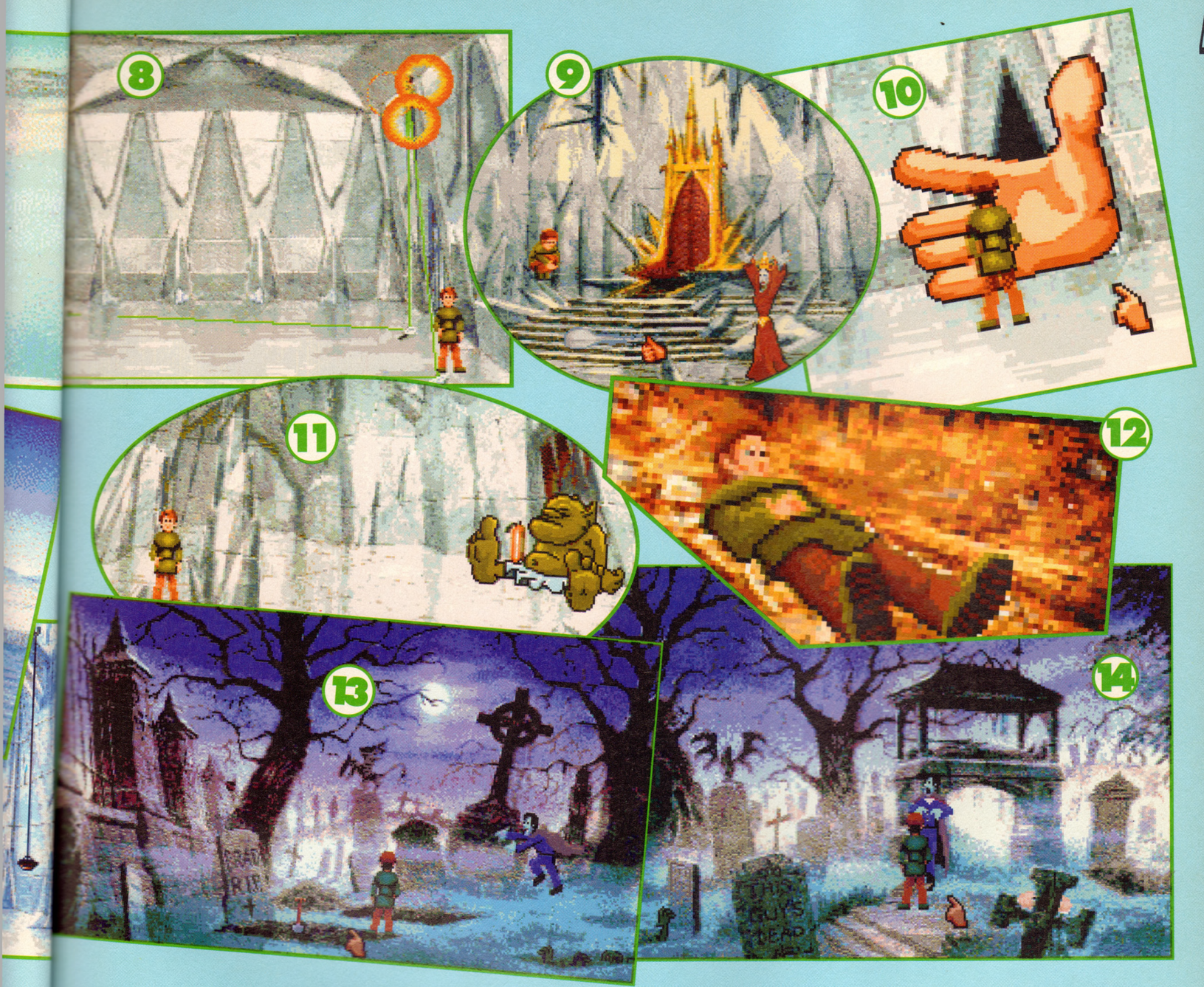
1 Last month we left Brad back on the country road after successfully completing his quest for the fan. From here go back into town, and at the crossroads turn right. You will arrive at Mr Benn's costume shop. Give Mr Benn some money and he will offer you a dress. Take it, go to the changing room at the back of the shop and put it on. A door out of the changing room opens, so what are you waiting for?

THE SNOWY WASTE:

2 You're in the snowy waste. Take the plank that's beside you and go south. You come across a fish leaping out of a water hole. Throw the plank on the water hole and pick up the fish from the plank. Go right and you'll come across an Eskimo fishing. Unfortunately you seem to be a bit smelly, so much so that the poor blighter passes out. For now, go south until you come to a rather strange scene involving a walrus and an ice monster. Say "Hi" to the walrus. Go left to the ledge, then north where you'll find a creature trapped in a block of ice. Ignore him for now, go right and pick up the deodorant.

3 Come back to where you met the walrus and the ice monster – the walrus has gone. Pick up the snowballs by the ice monster and throw them at him. He will release the creature he swallowed earlier. Go back to the Eskimo, but this time wear the deodorant to stop him passing out. Give him the fish and he will whisk off, well chuffed, leaving his fishing rod. Take the fishing rod.

4 Go back to the trapped creature in the ice and attack with the fishing rod. Brad, like a true boy scout, uses the fishing rod to create a fire and melt the ice, thus freeing the creature. Pick up the ashes from the fire before you go.



NCHANTIA

the witches castle. After that it's all over, really, and you can get back to your life.

Keep going north until you reach a ledge where the walrus is now sleeping. Walk across the walrus to reach the other ledge and then shout "Help". The little beastie you saved earlier cuts a hole in the ice and pulls you through.

THE ICE PALACE:

5 You're by the Ice Lake. Forget the boat, it capsizes halfway across the lake. Throw the ashes on the lake and a giant sea monster will rise to the surface and take you across to the door of the Ice Palace. Push the icicles to the right of the door in this order – 2, 3, 1, 4. Enter the Ice Palace.

6 You're in the dice room. Take the broom from the right-hand wall. Go to the table, pick up the dice and throw them. On each throw a different door will open in the ice corridor through the top door, so you have to keep coming back to the dice room to open other doors. Go to all the rooms and collect a jack, loud-hailer, ice cube, magnifying glass, gun and stalactite end. For the gun and the stalactite, attack with the brush to get them down from the ledge.

7 Go back to the start of the ice corridor and you'll notice a pulley system. Insert the gun into the holster on the left hand side, then go to the right hand side to pick up the sun tan lotion and the glass shard from the tray. Go to the top of the corridor and pick up the whistle on the floor before the back window. Attach the whistle to the loud-hailer, then attack with this lethal combination (?) to break the glass. Jump the window and you're outta there.

8 There's a whole laser system in this room which you need to sort out before you can leave. Attach the magnifying glass directly under →

the laser, then attach the rest on the other spots in the room in this order (anti-clockwise) – ice cube, stalactite and glass shard. The laser self destructs. Insert the jack in the door to open it and get out.

9 Now you're face to face with the Ice Queen herself and she is firing ice bolts at you with alarming regularity. Move forward and jump up when she fires at you (you have to get the timing right here). Keep jumping to avoid the bolts and move up the steps to the springy seat where you'll be boinged out of harm's way.

10 In the next room you'll be grabbed by a gigantic hand. Wear the sun tan lotion and you'll slip out of the giant digits.

11 Enter either door and you're in the Ice Maze. Just keep moving and you eventually find a box of matches. Keep going to get out of the Ice Maze and you wind up in a room with the exit being blocked by an Ice Guard. Stand to the left of the pillar so that you're hidden from his view and he falls asleep. When he's definitely kipping, creep up to him and attach a match from the matchbox to his toes. Attack with the matchbox to set light to them and he'll disappear in a panic. Pick up the fire extinguisher – the second part of your quest is now complete. Then, rather surprisingly, Mr Benn arrives from nowhere to take you back to his shop.

12 Back in Mr Benn's shop, you need to make your way to the Mage again (go to the town centre and go north). Give the Mage some more money (he's doing well out of you, isn't he?) You'll be whisked away to... a grave? Yes you're in a grave. Pick up the bone and attack with bone to get out of the grave.

THE GRAVEYARD:

13 Not surprisingly you find yourself in a graveyard. Take the shovel from the grave you just came out of. A vampire emerges from the shadows and attacks you. Move to the left of the open grave as he runs towards you and he'll fall in. Look around the graveyard for a hoover, cross, tray and cymbals, but avoid all the open graves (the ones with the arms waving around in them). Another vampire blocks your way going up the steps. Get round the side of him and smack him round the head with the shovel.

14 Yet another vampire blocks your path, just get rid of him by pushing the gravestone in front of him. Go back to the grave you came out of and pick up the garlic bread. When a fourth vampire appears, eat the garlic bread and he'll scarper. A fifth vampire is vanquished by attacking him with the cross. The sixth vampire needs to be attacked from behind with the cymbals.

15 You're now free to leave via the gate at the back of the graveyard, which is opened for you by a departing vampire.

THE WITCH'S CASTLE:

16 Go straight through the copse – there's nothing at all there. You'll come to a gate which is crackling with some sort of mystical psychic energy (probably). Have no fear, just walk up to the gate and push it. Walk through quickly because the ground under your feet crumbles once you're past the gate.

17 You are now in the entrance hall of the castle where the final showdown is going to take place. Nervous? Good.

18 Go left to the study. Take the ring that's lying on the floor. Go back to the entrance hall and go right to the library.

19 In the second alcove you'll find a book which acts as a secret lever (don't they always?) Pull the book and you enter the Queen's chamber, the room of the final battle.

20 The first attack she launches at you is a spirit of some kind. Attack with the hoover to suck up the offending spook. On her second attack, push the fire extinguisher to retaliate. On the third attack, attack with the fan while she shoots (timing is important in all these attacks). Now she's down go up to her and attach the ring to her.

21 And then, before you know what's happening, you're whisked back to the playing field where you first lost your liberty (and probably the baseball match by now). At last it's all over and you're free – hurrah.

Time to have a decent meal, get some sleep, and give some of those friends you haven't spoken to in ages a call. ●

CITIZEN PRINTERS
FROM SILICA SYSTEMS

- **FREE DELIVERY** Next Day - Anywhere in the UK mainland
- **WINDOWS 3.1** Free Windows 3.1 driver with Starter Kit
- **FREE STARTER KIT** Worth £57.58 - With Citizen dot matrix printers from Silica
- **FREE HELPLINE** Technical support helpline open during office hours
- **2 YEAR WARRANTY** (including the dot matrix printer head)
- **FREE COLOUR KIT** With every Swift 9

FREE STARTER KIT INCLUDES:
- 3½" Disk with Amiga Print Manager (see right)
- 3½" Disk with Windows 3.1 Driver
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Continuous Paper
- 100 Continuous Tractor Feed Address Labels
- 5 Continuous Envelopes on Tractor Feed

AMIGA PRINT MANAGER V2.01
For faster printing from your Amiga, with clearer images and more vibrant colours. Available free of charge as part of the Silica Printer Starter Kit.
Features include:
- Improved Image Smoothing
- Gamma/Colour Correction
- Image Scaling
- Colour Separation
- Reduces/Illiminates Banding

KIT VALUE **£49** + VAT

CITIZEN PRINTERS
WITH 2 YEAR WARRANTY

24 PIN 270 CPS 80 COLUMN

- Citizen Swift 200 - 24 pin - 80 column
- 270cps SD (15cpi), 216 cps Draft, 72cps LQ
- 8K Printer Buffer (40K max) + 6 LQ Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, & NEC P20 Emulations
- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 43dB(A)
- Colour Kit - Optional Extra (See Below)
- FREE Silica Printer Starter Kit

SWIFT 200
RRP £269
SILICA STARTER KIT £49
TOTAL VALUE: £318
SAVING: £139
SILICA PRICE: £179

£179 +VAT=£210.33 - PRI 2490

9 PIN 144 CPS 80 COLUMN

- Citizen 120D+ - 9 pin
- 144cps Draft, 30cps NLQ
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 240dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

The Citizen 120D printer comes supplied with a parallel interface as standard. If you require a serial interface instead, please state ref: PRI 2125 when placing your order with Silica.

CITIZEN 120D+
RRP £199
SILICA STARTER KIT £49
TOTAL VALUE: £248
SAVING: £133
SILICA PRICE: £115

£115 +VAT=£135.13 - PRI 2120

RETURN THE COUPON FOR YOUR FREE COPY OF SILICA'S
NEW CITIZEN CATALOGUE

PERIPHERALS & ACCESSORIES

STAND OFFER

CITIZEN PRINTER STAND
For Swift 9, 24, 24e, 200, 240 and 224 Printers
- Helps keep pace with Citizen Printer's powerful paper handling
- Robust & Durable Construction
- Saves space and protects continuous stationery from dust and damage
- Compatible with bottom and rear feed operation

RRP ~~£23~~ EXC VAT **£19** +VAT= £22.33 - PRA 1242

SHEET FEEDERS
PRA 1200 120D £71.38
PRA 1215 124D/224/Swift 9/24 ..... £88.70
PRA 1228 124D/224/Swift 9/24 ..... £42.00

SERIAL INTERFACES
PRA 1189 120D+ £56.45
PRA 1209 Swift 9/9x/124D/224 ..... £32.25
PRA 1709 Swift 24/24x/24e £26.38

32K MEMORY EXPN
PRA 1753 124D/224/Swift 24 ..... £13.10

PRINTER STAND
PRA 1242 124D/224/Swift 9/24 ..... £22.33
PRA 1274 Swift 9X/24X £30.66

ORIGINAL RIBBONS
RIB 3520 120D/Swift 9 Black £2.91
RIB 3949 Swift 9x Black £7.15
RIB 3924 124D/Swift 24 Black £4.70
RIB 3936 224/Swift 9/24 Colour £15.63
RIB 3248 PN48 Single Strike £3.61
RIB 3348 PN48 Multi Strike £3.61

COLOUR KITS
PRA 1236 224/Swift 9/24e/200/240 ..... £35.25
PRA 1240 Swift 9x/24x £35.25

PN48 ACCESSORIES
PRA 1148 PN48 Battery £46.70
PRA 1155 PN48 Cable Extn £29.37
PRA 1162 PN48 Car Adaptor £16.80

24 PIN 300 CPS 80 COLUMN

- Citizen Swift 240/240C - 24 pin - 80 col
- 300cps SD (15cpi), 240 cps Draft, 80cps LQ
- 8K Printer Buffer - 40K maximum
- 9 LQ Fonts + 2 Scalable Fonts (8-40pts)
- Font Cartridge Slot - for plug in 'style' fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility - Bi-directional I/F, Auto Emulation Detection
- Command Vue IV Front Control Panel
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 240c, Colour Printing Optional - Swift 240
- FREE Silica Printer Starter Kit

SWIFT 240 MONO
RRP £339
STARTER KIT £49
TOTAL VALUE: £388
SAVING: £149
SILICA PRICE: £239

£239 +VAT=£280.83 - PRI 2560

SWIFT 240C COLOUR
RRP £359
STARTER KIT £49
TOTAL VALUE: £408
SAVING: £149
SILICA PRICE: £259

£259 +VAT=£304.33 - PRI 2571

9 PIN 192 CPS 80 COLUMN

- Citizen Swift 9 - 9 pin - 80 col
- 192cps Draft, 48cps NLQ
- 8K Printer Buffer
- 3 Fonts
- Parallel Interface
- Graphics Res: 240 x 240dpi
- Epson and IBM Emulation
- Proportional Spacing
- FREE Colour Kit
- FREE Silica Printer Starter Kit

SWIFT 9
RRP £199
COLOUR KIT £38
SILICA STARTER KIT £49
TOTAL VALUE: £286
SAVING: £127
SILICA PRICE: £159

£159 +VAT=£186.83 - PRI 2209

- Citizen Swift 24x - 24 pin - 136 col
- 192cps Draft, 64cps NLQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM and NEC P6 Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP £489
SILICA STARTER KIT £49
TOTAL VALUE: £538
SAVING: £239
SILICA PRICE: £299

£299 +VAT=£304.33 - PRI 2574

192 CPS 136 COLUMN

- Citizen PN48 Notebook Printer
- Non-impact Printing on Plain Paper
- 53cps LQ - 4K Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Res: 360 x 360dpi
- Epson, IBM, NEC P6 & Citizen Emulation
- Power: Mains, Battery or Car Adaptor

RRP £325
TOTAL VALUE: £325
SAVING: £126
SILICA PRICE: £199

£199 +VAT=£233.83 - PRI 2100

64 CPS 80 COLUMN

- Citizen Projet - inkjet - 80 col
- 360cps Draft, 120cps NLQ
- 50 Nozzle Head - Whisper Quiet 47dB(A)
- 8K Printer Buffer + 3 Fonts
- Optional HP Compatible Font cards
- Parallel Interface
- Graphics Res: 300x300dpi
- HP Deskjet plus emulation

RRP £496
TOTAL VALUE: £496
SAVING: £151
SILICA PRICE: £345

£345 +VAT=£405.38 - PRI 2090

360 CPS 80 COLUMN

080193-1200

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available **081-308 0888.**
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours: Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737	
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**	
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Late Night: Thursday - 8pm	Extension: 3914	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017	
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 468039**	
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening	Fax No: 0702 462363	

To: Silica Systems, AMPOW-0393-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE CITIZEN RANGE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 55N

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

INDIAN & THE FATE

Still floundering? Rich Pelley's brother's friend from across the road picks up where he left off last issue to point you in the right direction.

1 By now you should have arrived in the nearest Nomad camp in your balloon. Show the Nomad the map, then head off for the village on the bearing that he gives you, Continue to follow the advice of every Nomad along the way, until one tells you that you are "very close". An X appears on the map indicating the spot where you should land.

Next, walk to the dig site and ignore Sophia as she falls down a small hole – you'll be reunited with her in the course of time. Take the ladder down the big hole and pick up all four objects.

Once in the light, the piece of tubing turns out, in fact, to be a hose – use it with the petrol cap on the truck, use the clay jar with the end of the hose and return to the hole. Locate the filler pipe on the 'metal thing' (ie the generator) and use gas-filled jar with filler pipe. Locate the 'little metal thing' (that's the button) on the 'metal thing', push it, and a little light should be thrown on the subject.

2 Walk to the right-hand side of room and use the ship rib with the crumbling wall to expose a large disc. Use the wooden peg with the large disc, the Sunstone with the peg, and take a look at what you've done. Check the dialogue to see where to set the Sunstone, then line it up accordingly (not forgetting that you're supposed to be looking from the point of the tall horns). A hidden door will appear, as will Sophia.

You'll be needing the spark plug from inside the generator, but you'll have to turn it off before you can pull it out. Pick up the Sunstone and the wooden peg and leave.

Back outside, walk to the broken truck, use both the distributor cap Sophia was holding and the spark plug in the engine, close the hood and away you go. To Crete, in fact.

3 On arrival, exit left and walk to the ruins of Knossos, taking the transit from the other side of the bridge on the way. Examine all the rooms until you find a mural, and see if you can work out what it's trying to tell you. Any ideas? Something about a bull's horns? Aren't there two bull's-horns-looking things somewhere in the ruins?

In case you hadn't realised, you'll be using the surveyor's instrument in conjunction with the horns in the centre of the ruins to mark out where something is buried. First, push all the stones on the small scale map until you unearthed the two statues. Use the surveyor's transit on top of either statue, and set it to the outside edge of the relevant horn (as shown on the mural) in the centre of the ruins.

Repeat the process from the other statue, and where the two lines of sight met, an X will appear (don't they always?). Walk to the X, use the ships rib and pick up the stone.

4 Leave the ruins, walk to the stone pedestal and put both the Sunstone and the Moonstone there. Set the contraption according to the dialogue and another secret door will appear.

A JONES
OF ATLANTIS

5 Enter and once inside pick up two of the statue heads. Walk through the door and use your whip to pick up the third head.

6 Make your way up the stairs, take the left-hand door and then the door to your immediate left. Coax Sophia on to the lift – your combined weight is enough to send the lift downwards. Pick up the Worldstone and the staff, look at the waterfall, climb the chain and go through the left hand door. Next, put the three statues on the shelf, walk through the newly opened gateway, climb the stairs and continue until you reach an elevator shaft. Under the counterweight is a chock which you should push with the staff.

7 Return to the steps and take the door to the right. The large face on the wall will activate the lift when you stick the staff in its mouth. Pick up the gold box and return to the original elevator.

When you reach the Minotaur statue, walk up to it and use the whip with its head – as Sophia isn't with you, this will provide the weight necessary to activate the lift. Walk through the door at the back of the screen, and keep talking to Sophia until you finally succeed in persuading her to go through the hole above the gate.

8 Go through the door, talk to her again, convince her to put the necklace in the box and then wander around using the fish in each room until you locate a hidden door behind a wall. Use the ship rib on this wall, open the door and go through. Through the next door lies the map room. This is a Good Thing.

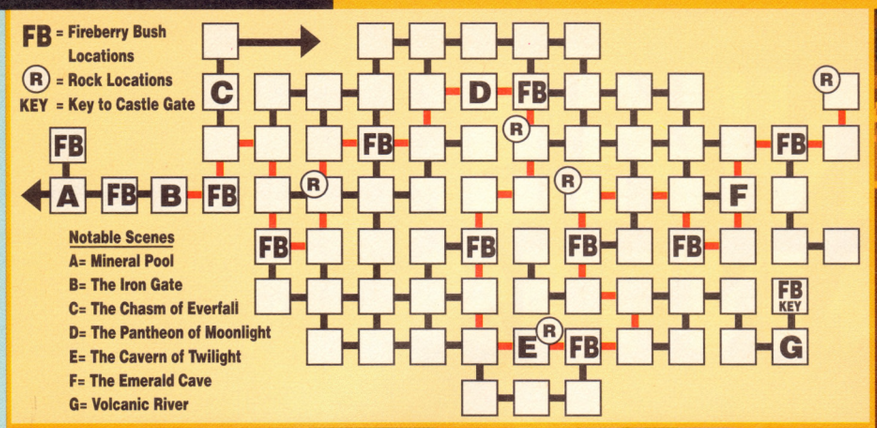
9 Place the Sunstone, Moonstone and Worldstone respectively on the spindle and set them according to the dialogue. Go through the door that opens (don't forget to pick up the stones) and Kerner will appear. Talk to him, but bear in mind that if you insult him too much he'll shoot you. He'll wind up with the stones anyway, so you may as well give them to him. Break through the wall with the ship rib and head for the sub.

10 Walk to the hatch and snatch a brief conversation with the captain in order to 'convince' him to allow you on board. Once under way use the intercom to order the crew to the bow. Wander around locating the controls to the ship and collect some battery acid in the porcelain mug from the galley. Pick up the cold cuts and the bread as well. Walk to the other side of the vent behind Sophia, tell her to distract the guard, creep up behind him and allow events to take their proper, and rather convenient, course. Take the plunger then use the acid on the strong box. Unlock the steering wheel by Sophia with the key and push it. Walk back up to the control room, use the lever, replace it with the plunger when it breaks and use it.

11 Finally Steer the sub into the entrance somewhere on the background. You may, by the way, need to reverse.

Coming next issue – such great quotes as: "Place the three stones on a spindle, set them to the opposite of last time and place a second bed in the statue's mouth.", "What ever you do, don't give in to the professor's demands." and "Take a look at Sophia's chest."

Tune in same time, same place, next month. ●



KYRA

Kyrandia - not so much a legend, more a game in need

1 Last month saw Brandon entering the fearsome labyrinth. A few locations in and you'll find a door crashing shut behind you, and your first task is to open it again by collecting enough rocks to weigh the counter balance down. Suitable rocks are marked on the map along with the best route through these treacherous caverns. The key to surviving is never to be without a clump of fire berries, as the light keeps the darkness and associated nasties at bay. The berries burn out after being carried through three locations, but will stay lit if you drop them off in unlit caverns, so you can mark your return route with them.

You're going to need space to carry the rocks, so dump all your possessions somewhere near the entrance, but keep hold of the scroll as you'll need that later.

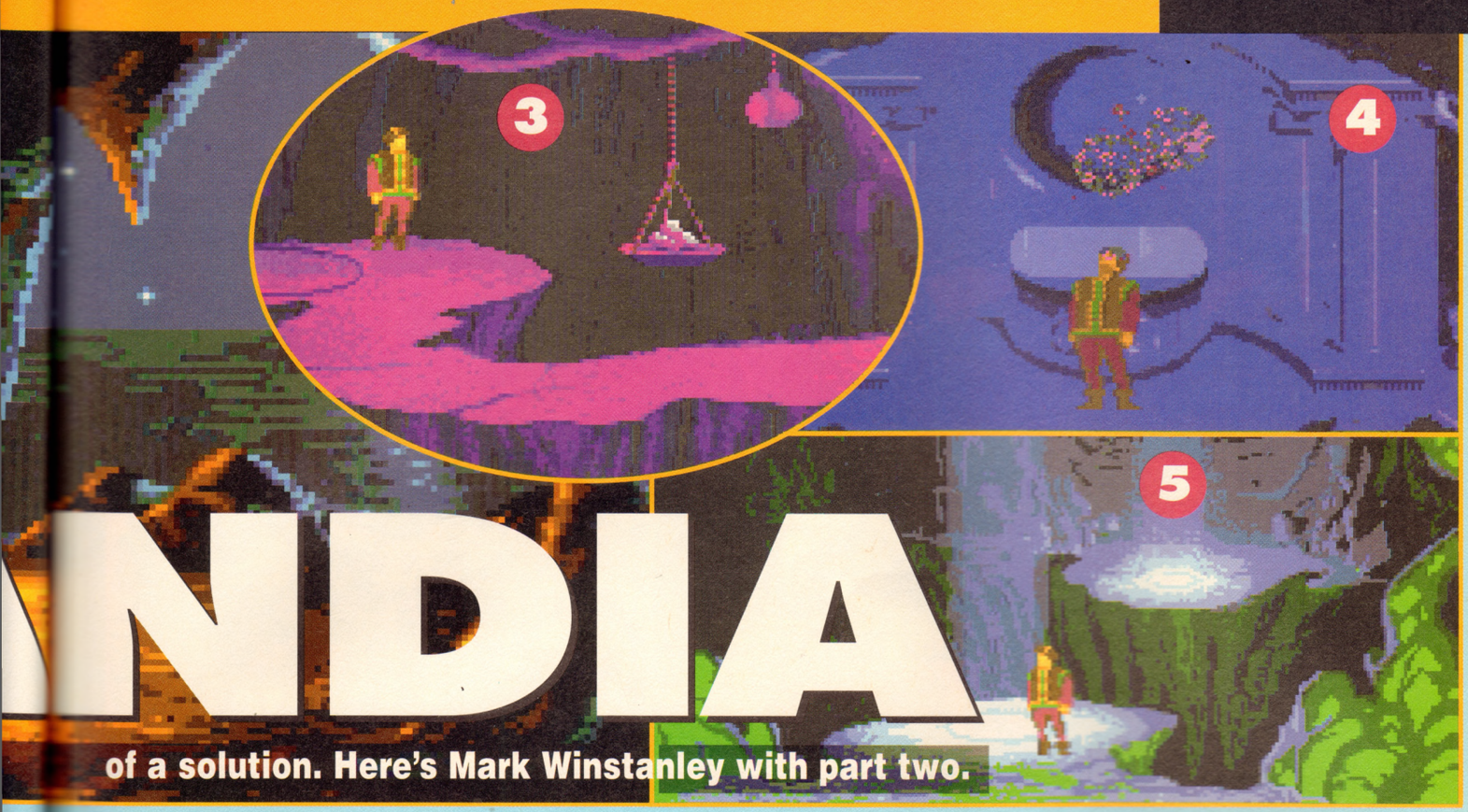
2 Follow the map to get all the rocks and on the way pick up the coin from the Cave of Twilight and an emerald from the Emerald Cave. It's obvious when you think about it.

3 Stacking the rocks onto the counter balance raises the portcullis and lets you get back to the wishing well that's near Darm's house. Throwing the coin into the well causes a moonstone to appear, which will fit into the pedestal base of the Pantheon of Moonlight. At this point it's worth picking a tulip and getting a ruby from the ruby tree if you haven't already got one, as it'll save you a lot of time later on.

4 Back at the Pantheon of Moonlight, the moonstone activates the purple gem on the Amulet. This turns you into a will o' the wisp and allows you to drift around lighting your own way. Pop down to the Volcanic River and then, to avoid embarrassing combustion, freeze the lava flow using Darm's scroll. Cross over and you'll find the key to the castle gate in a cave at the other side.

5 You're now ready to enter Faeriewood, which you do by wisping over the Chasm of Everfall. Out in the fresh air again, Brandon wanders through the woods until he's smashed on the head by a lump of falling timber.

6 You regain control (and consciousness) in the laboratory of Zanthia the Alchemist. She asks you to fill a flask with magic water from the fountain, but at the fountain you have another run-in with Malcolm, who trashes the place and takes off with one of the orbs. To recover the orb you need to find the burning tree and then extinguish the flames using Darm's scroll again. By



NDIA

of a solution. Here's Mark Winstanley with part two.

replacing the orb you repair the fountain and can drink from it. This activates the blue gem in the Amulet, which dispels certain magic. Taking the water back to Zanthia, you'll learn about Brandon's heritage and be sent off once more in the search for blueberries.

7 These are at the Sparkling Waterfall, which is past the flaming tree, but by the time you get back, Zanthia's gone off somewhere, leaving you a laboratory to play with. By dropping a plant and a gem into the cauldron you can create all different colours of potion depending on the colours used. You can fiddle around with this a lot, but to complete your quest you need two bottles of red potion, one yellow and one blue. The blue and the yellow you can probably manage already using a sapphire and the blueberries and then a topaz and a tulip, but the only red flowers to be found are in the Tropical Lagoon.

Lift the rug to reveal a trapdoor which lets you into another section of the woods. The lagoon is somewhere north of your starting point, and once you've snatched an orchid and mixed it with a ruby to form the red potion, explore south of the trapdoor to find the Crystals of Alchemy.

8 This is a kind of cocktail mixer that magically combines potions, so if you put in a red and a blue you'll get a purple potion out, and the other red combines with the yellow to produce an orange one.

9 Round about now a royal chalice would be nice, wouldn't it? As luck would have it there's one hanging around (literally) not a million miles away from the fountain, but by using your brand new blue gem you can break the levitation spell. Before you can pick it up some urchin-type leprechaun thing runs off with it. Follow it right and you'll see a tiny door in a tree. The faun will swap the chalice for a tasty red apple, so make sure that you have one and then drink the purple potion which will shrink you. Chat a bit, bung him the apple and voila, one chalice. Simple, isn't it.

10 Head back to the lagoon with the essentials you'll need for your final bust up with Malcolm – the key, the chalice and a flower, and then drink the orange potion and watch the stunning results.

Fly Air Brandon!

11 After landing on the island you'll soon find a grave. Placing the flowers on it causes the ghost of Brandon's mum to appear and bless him with a red

gem on the Amulet, which gives him temporary invisibility. This is particularly handy for getting past those naughty gargoyles guarding the gate, opening it and getting into the castle.

12 Once past these and another brush with Malcolm, your ultimate goal is to get into the Royal Foyer, which is through the two large doors at the end of the Great Hall. Needless to say the doors are locked and the two keys are hidden.

13 The first key's in the catacombs which are entered through the revolving fireplace in the small study downstairs. Wander around a bit until you find the force field, then disarm it with the blue gem in the Amulet. The key is hidden under a stone floor slab in the room beyond.

14 The second is upstairs in the bedroom guarded by the zombie Herman, who can be put to sleep with the yellow healing gem. Find the right sequence of 'Do-Fa-Mi-Re' on the bells before picking up the little hammer and doing it for real. The picture rises and reveals the key.

Returning to the study, pull out the books in the order O-P-E-N, which will make the fireplace spin round. On the other side of the fireplace, you'll find the royal crown, and with the chalice and the sceptre you'll be ready to enter the final room.

15 The sceptre's in the kitchen being used as a spoon or something, so pick this up and then unlock the doors to the Royal Foyer. From left to right, put the sceptre, the crown and the chalice on the cushions to open the door to the Chamber of the Kryagem.

16 Malcolm will saunter out and give you so much grief that you'll punch him and then dash into the chamber. You've quickly got to stand in front of the mirror at the right of the room and then turn invisible before Malcolm comes in.

17 He's mightily dischuffed at being slapped around and fires a spell at you (they tend to do that sort of thing, these mighty magician-type chaps), but being invisible the spell will pass through you and reflect off the mirror back at him. He turns to stone and your troubles are all over. You've saved the kingdom, offed the tyrant and everything is wonderful and rosy.

I think that deserves a hot cup of tea and a few choccy biccies, don't you? ●

FREE! ZOOL

SOFTWARE PACK
WHEN YOU BUY AN AMIGA
FROM SILICA

PLUS!

GFA BASIC + PHOTON PAINT 2

TOTAL VALUE OVER **£265**

Silica are pleased to offer THE Software Pack of the Year FREE with every Amiga purchased at normal Silica prices. It includes the sensational new title ZOOL which has received rave reviews as the most original game ever seen on the Amiga.
ZOOL - "Knocks the socks off Sonic." - 97% - *Amiga Computing* - Nov '92
STRIKER - "Footballer of the Year - and no mistake ..." - 94% - *CU Amiga* - June '92
PINBALL DREAMS - "It's quite simply superb" - 94% - *ALI* - Sept '92
TRANSWRITE - Premier word processor (UK version) with a 90K spell checker.
Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

ZOOL PACK:
ZOOL - platform title of the year..... £25.99
STRIKER - soccer simulation..... £25.99
PINBALL DREAMS- pinball simulation..... £25.99
TRANSWRITE - word processor..... £49.95
PLUS!
GFA BASIC v3.5 - programming language £50.00
PHOTON PAINT 2 - paint package..... £89.95
£267.87

AMIGA COMPUTERS

£100 OFF AMIGA 600HD SILICA SALE - £399 SEE BOTTOM LEFT

RETURN THE COUPON FOR A FREE COPY OF SILICA'S
NEW 64 PAGE COLOUR CATALOGUE

AMIGA 600
with *FREE!*
Lemmings
AND
DELUXE PAINT III
PLUS! FREE! ZOOL
PACK + MORE! - SEE LEFT

FREE! 1 YEAR AT HOME WARRANTY

The new Amiga 600 features a 3½" floppy drive, mouse, TV modulator and smart card slot all as standard. The very latest Kickstart/Workbench v2.05 is used in the Amiga 600 along with an enhanced chip set. See below for pack options and free gifts from Silica.

A600 + LEMMINGS + DPAINT III
£299
INC VAT - Ref: AMC 0666

NEW! AMIGA 1200

FREE! 1 YEAR AT HOME WARRANTY

£399
INCLUDES BUILT-IN 18-KEY NUMERIC KEYPAD
INC VAT - Ref: AMC 1200

- Motorola 68020EC Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM Standard
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16 Million Colour palette
- 2-256 Colours on Screen
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K - 4Mb PC Cards
- Built-in TV Modulator
- 96 Key keyboard with Numeric Keypad
- 2½" Internal Hard Drive Optional Extra
- 1 Year On-site Maintenance

AMIGA 600 HOLDALL

A high quality holdall for storage and transportation of your Amiga 600.

1. *Webbed handles with padded grip*
2. *Wrap around dual zipper*
3. *Real leather badge*
4. *Outer pocket with velcro and stud fasteners. Folds flat when not in use.*
5. *Zip fastened pouch inside*
6. *Removable, adjustable shoulder strap with padding*
7. *Non-slip, solid rubber feet*
8. *Large inner pocket*
9. *3 smaller pockets for disks*

Contents Not Included

SILICA PRICE ONLY
£14.95
Ref: NBA 3000 or NBA 3500

AMIGA 600/1200 HARD DRIVE

Silica are pleased to introduce GVP's first A600/A1200 upgrade, a high speed 85Mb internal hard drive. The hard drive is based on a new Maxtor mechanism offering ultra fast data transfer and access times with the reliability and quality that you would expect in a GVP product. The compact unit comes with GVP's market leading hard drive formatting software (FaaastPrep) and a full two year warranty for your peace of mind. Also included is a manual giving full instructions.

FEATURES:
- Ultra fast Maxtor hard drive.
- 85Mb Capacity.
- Compact 2.5" mechanism.
- Low cost IDE technology.
- Internal fitting conserves desk space.
- GVP's FaaastPrep software + Manual.
- Complete fitting kit included.
- Fitting service available.
- Two year hard drive warranty.

FITTING SERVICE
Because fitting ANY internal hard drive yourself will invalidate your Amiga's warranty, Silica offer a fitting service. Silica's trained engineers will professionally install the hard drive in your Amiga, keeping your Amiga warranty intact and then return the Amiga to you by free courier delivery.

MAXTOR 85Mb HARD DRIVE
Inc GVP FITTING KIT
£299
INC VAT Ref: HAR 0785
Fitting (UPG 7135) £25 +VAT = £29.38

AMIGA 600 SALE OFFERS!

WILD, WEIRD & WICKED

The Wild, The Weird and The Wicked (WWW) is the Amiga 600 games pack. It comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software.

NORMAL RRP: ~~£349~~
SILICA OFFER: £319 Inc VAT Ref: AMC 0649

EPIC 'HARD DRIVE' PACK

PACK CONTENTS + FREE GIFTS SHOWN IN CHART ON RIGHT

FREE! - 1 YEAR AT HOME WARRANTY

The Epic Language Pack is based around the A600HD, the A600 with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded!

NORMAL RRP: ~~£499~~
SILICA OFFER: **£399** Inc VAT AMC 0799
40Mb Hard Disk Version: £449 inc VAT - Ref: AMC 0899

AMIGA 600 OPTIONS

	NO HARD DRIVE	20Mb HARD DRIVE
	'LEMMINGS'	WWW PACK	EPIC PACK
• 1Mb A600 + Mouse, 3½" Drive, TV Mod, Smart Card Slot	£299.99	£299.99	£299.99
• 20Mb HARD DISK - Storage for programs and data	-	-	£299.00
• DELUXE PAINT III - Graphics and animation	£79.99	£79.99	-
• LEMMINGS - Save the Lemmings	£25.99	-	-
• MICROPROSE GRAND PRIX - Racing Sim	-	£34.99	-
• SILLY PUTTY - The pliable arcade game	-	£25.99	-
• PUSH OVER - A game of puzzles	-	£25.99	-
• EPIC - A Sci-fi adventure	-	-	£29.99
• ROME - Role playing adventure	-	-	£25.99
• MYTH - Stop the spread of evil	-	-	£19.99
• TRIVIAL PURSUIT (in 3 languages)	-	-	£29.99
• WORD PROCESSOR + DICTIONARY (5 languages)	-	-	✓
• 1 YEAR ON-SITE WARRANTY	✓	✓	✓
PLUS! - FREE FROM SILICA			
• ZOOL PACK - see panel above	£127.92	£127.92	£127.92
• PHOTON PAINT v2.0 - Art package	£89.95	£89.95	£89.95
• GFA BASIC INTERPRETER v3.5 - Prog language	£50.00	£50.00	£50.00
TOTAL PACK VALUE:	£673.84	£734.82	£972.82
LESS PACK SAVING:	£374.84	£355.82	£573.82
SILICA PRICE:	**£299**	**£319**	**£399**
2Mb RAM PRICE OF UPGRADE INC BATTERY BACKED CLOCK	+£45 RAM 0610	+£45 RAM 0610	+£45 RAM 0610

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

080193-0830

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours: Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737	
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**	
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Late Night: Thursday - 8pm	Extension: 3914	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017	
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 468039**	
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening	Fax No: 0702 462363	

To: Silica Systems, AMPOW-0393-80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 80K

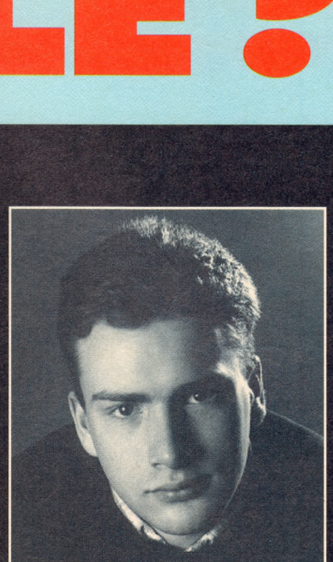
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

BONE IDLE?

Then you need...

THE LAST RESORT

with Jonathan Davies



Hesitating uncertainly at the edge of Amiga Games Road? Let Jonathan Davies take your hand and lead you safely to the other side.

It's taut, it's anything but short, it's The Last Resort. And it's where you should write if you're stuck in a game, or if you can help out an AMIGA POWER reader who's failing where you've succeeded. So, without further ado, here are lots of questions and answers.

GOBLIIINS

Q "I can't complete the 'skeleton/key/cage' level. I pick up the feather, tickle the skeleton's foot with it and a key drops out of his skull, but that's as far as I can get."
N Collier, Newcastle-upon-Tyne

A You mean level 12, I think. The next thing to do is cast a spell on the feather. Then use the cup and ball on the skeleton's hand, use the key on the cage, kill the bee with the fly swat, cast a spell on the dead bee, use the dart on the picture of the wizard, pick up the doll and pick up the elixir. That ought to do it.

OPERATION STEALTH

Q "I've swum shark-infested seas, escaped from piranhas, worked my way clear of the rat mazes, tied up the guard, cracked the fingerprint security lock and am now stuck in the room where the door is protected by some sort of force field which turns me to ash when I get near it."
Ken Kennedy, Lossiemouth

A Right, here's what to do. Use the electric cable on the socket and operate the electric razor. Then use the razor on the rubbish bin and walk to the right. The razor will give the message "Explode, one, two..." When it does, quickly use the red cigarette on the computer.

LOOSE ENDS

If I had a pound for every question I couldn't answer, I'd have £13 this month alone.

Q "I have recently bought THE ADDAMS FAMILY and have cleared the first boss and got a code. But I'm stuck. I can't open the door after I've killed the monster."
JB, Malta

Q "How do you kill the guitar boss on ZOOL?"
Nicholas Hall, Belbroughton

Q "I'm stuck on level eight of ALIEN BREED '92. I can't find duct three (the lift is broken) as the instructions say. There are several places where the passage is impassable because of things on the wall. Is there any way at all to get past them?"
M Landfield, Metferell

Q "On LEISURE SUIT LARRY II, I can't get into the elevator on top of the volcano on the tropical island."
James Taylor, Wareham

Q "On EYE OF THE BEHOLDER II, I've got to the green shield but I can't pass it."
Anon, Edgerton

Q "How do you get past the last level – 'Find transport home' – on MAGIC POCKETS?"
Anon

Q "I was wondering if anyone knew any cheats for FOOTBALL DIRECTOR 2, i.e. to get more money."
Roger Horne, Enfield

Q "How do I clean the water on the Water level of CAPTAIN PLANET? Every time I try I get killed when I drop the toxic waste can."
S Barnes, Preston

Q "In BATMAN – THE CAPED CRUSADER, I'm stuck on The Penguin's level. I just picked up the dart and the dagger, but now I'm stuck."
Edward Ames, Biggin Hill

Q "In ZAK McKRACKEN AND THE ALIEN MIND BENDERS, how do I open the floor boards in by bedroom?"
Haydn Mullineux, Manchester

Q "I'm stuck in CYBERCON III. I have all the sonic key codes but I can only find two of the sonic key sections and I can't find the final rooms in the complex. Some help would be very much appreciated!"
Chris Cormie, Armidale, Australia

Q "On BART VS THE SPACE MUTANTS, I'm completely stuck on level four. I can only find five exit signs in the museum."
David Amber, Ilford

Q "We're stuck on OBITUS. We've got two of the mystic gems, one from Falconwood and one from Burville, but we can't find the other two."
Fran and Lote, Leicester

If you're stuck, or you know how to help somebody else who is, here's the address to write to:
The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.
Oh, and thanks to the reader in Southampton who sent me half a sheet of lined A4 paper, carefully folded but completely blank

WILLY BEAMISH

Q "I've got past the pickets outside the sludge works, and I've found a control panel above a sludge vat. It's clear I have to operate the panel in some way to make a bridge to cross the gap between it and the opposite exit. However, once I've switched it on, pressing the buttons doesn't seem to do anything except alert the guards. Neither can I move the joystick on the panel in any way."
N Brown, Norwich

A You've got to press the buttons in the right order. It tells you what this is on the map – Bottom, Top, Middle, Top. When the guards are on the bridge, push the lever to drop them into the sludge.

POLICE QUEST III

Q "What's the solution to day six? All I can do at the moment is wander around aimlessly."
David Rowbottom, Lincoln

A It might help to talk to the Captain at the Homicide Office. He'll tell you what to do. Before following his advice, though, try blocking the toilet with a toilet roll and, while the caretaker's distracted, checking out Morale's locker in the ladies.

ALIEN BREED: SPECIAL EDITION '92

Q "How do you get to Stage seven from Stage six? I can find both of the deck lifts but neither go anywhere."
James Odell, Bracknell

A Right, er, um...

Q "Hang on! I've just worked it out! I just collected all the credits and supplies, except the computer. The only problem was a self-destructing one-up near the second lift, through the doors to the right, which only gave me a few seconds to get out, so I had to collect it last. The lift went to the next level."

A I knew that.

THE MANAGER

Q "In the January issue of Amiga Format there was an AMIGA POWER 'taster' supplement, in which The Last Resort mentioned a cheat for THE MANAGER. Would you please explain how the whole cheat works."
Brian Cook, Billericay

A For the benefit of Amiga Format readers who've only just joined us, here's how to cheat at THE MANAGER. After the game has loaded, go to the preferences menu and position the cursor on the arrow below where it says 'Main Menu' on the small square at the bottom right of the screen. Press D and then A. (Or something like that.) You'll then see a white line in the border of the screen, and if you go to the transfer market you'll discover lots of goodies.

CASES CLOSED

The following cases can be considered closed. Nice work, readers.

LEMMINGS

Q D Bowman of Darlington had reached an impasse on Taxing level seven.

A "Make the first lemming to appear a climber. Before he reaches the end of the barge, make him a builder so he turns around. Now he's turned, make him a basher so he goes through the arrowed block. (He'll go on to die later.) While he's bashing, increase the flow of lemmings to 99. The lemmings are now in pairs. Make the second lemming in the first pair a blocker and concentrate on the one who's gone through. On the edge of the large block, make him a builder twice. On the second (flatter) rock you must also make him a builder twice, but straight after you've clicked on him for the second time you must blow up your blocker. Go back to your builder lemming (remembering to click on the builder icon) and build one more bridge. And that's it. Watch all 98 go in with at least five seconds to spare."
Stewart Pitt, Stoke-on-Trent

DUNE

Q Jamie Whittaker of Rugby was, well, stuck. He couldn't get anywhere at all.

A "I find that time is always the major problem. The emperor wants the spice and you've got to go back to the palace to send it to him. This limits the number of long-distance trips you can make. So be sure you give yourself enough time to make the trips. Keep an eye on the spice density as well. Move your troops to a more economical location to keep the spice levels steady. When you've found the armoury, Gurney Hallek comes in to his best roll. *(Role? – JD)* He'll not take long to volunteer to train the Fremen troops to fight. When he does, take him to a Sitech somewhere near the palace and move all of the troops that can fit to the same location. This gets their training done quicker, but be careful – the Harkonnens will target that Sitech as a major threat, attack it and capture all of your troops. I would also suggest that you save the game every time the emperor calls for a shipment of spice, and always listen to Lady Jessica – she knows what she's talking about. Basically, DUNE is a game of time, and you just have to persevere."
Jason Redway, Basildon

LEISURE SUIT LARRY II

Q Eddie Mendoza of Holywell had found a couple of FBI agents blocking his path.

A "After getting your hair dyed, go back to the nudist beach and Look. You should then see a bikini bottom. Pick it up and go back to the rest room. Wear the bikini top (from the swimming pool on the boat section) and the bottom. Then stuff the money into the bikini to expand your chest. Return to the barber and he'll give you a body wax. Then you'll be able to get past the guards."
James Taylor, Wareham

ZORK I

Q Christopher Powell couldn't get into Hades.

A "At Hades' entrance, ring the bell, and then enter as one command: 'get candles, light match, light candles with match.' Then read the book."
James Hampson, London

CADAVER

Q Alison Knowles could only find two of the four gold keys.

A "Gold key one: In the kitchen, drop the oil flask on the flame. Gold key two: In the south chamber you must spell 'Dianos' horizontally. L means left, R means right, T means top, B means bottom. Move N to L, O to L, S to R, O to R, A to L, I to B, D to B, A to T, N to T, D to L, I to L, N to B, A to L, N to L, and go east. Gold keys three and four: In the upper room, search the lever, drop glowing planet in nearest hole to door, small planet in nearest hole to centre, symbols planet in furthest hole from door, moon planet in last hole, and then switch on globe."
James Hapson, London

FUTURE WARS

Q Colin Edwards couldn't even get out of the building at the start. Here's James again...

A "From when you put the bucket on your boss's door: Operate right side door, use key on second cupboard from left, examine typewriter, operate drawer, take paper, operate drawer, examine map, use flag on small hole near France on map, examine keypad in small room, operate 4, operate 0, operate 3, operate 1, operate 5, go through door, use paper on opening, operate green button, operate red button, get documents, walk into beam."
James Hampson, London

HEIMDALL

Q Graham Bond of Basingstoke was having all *sorts* of problems.

A "In the room with two doors and switches, just play around with the switches. Sooner or later a door will open. Inside is a wizard, and on the floor is a symbol. Stand in the middle of the symbol and it will transport you to another shop.

As for the six scrolls for the wizard... well, actually there are only four scrolls, so discard them. What you have to do is go back to the wizard and fight your way past. Then pick up the key from behind him."
Tony, Ipswich

A "And here's a cheat which might help. Save the position of your current team, and then kill yourself. Once you've done this, take a new team, quickly skimming the islands and collecting useful goodies. Then go straight to a shop and sell as much as possible. Then kill that team and load up your old one. Take them to the shop where the previous team sold all their stuff and you'll be able to buy back everything you need."
Simon Henzell-Thomas, Dalgety Bay

WIZKID

Q Oliver Smith couldn't find enough kittens on levels two and three.

A "On level two, buy some red shades and a fishbone key. With the shades on, select the ship's head (by hopping on the shield nearest the front of the ship) and then, before touching any other shields, hop along the three shields to the rear of the ship until a door appears. Use the fishbone key and exit the level. There's a kitten in the corridor behind the door. On level three, just play all the screens, pick up the kittens using the head, and that's it."
Jon Hare, Sensible Software

Q Faron Smith of Sunderland was having a great deal of trouble getting to level five.

A "Swap objects with Lain the Clown until he asks you for the can of spiked cola from the ladies loo. Give him the cola and he'll get drunk. Take the objects, including the shovel, and jump onto the lift to get sent down to the secret level. Jump off the lift and in the middle of the screen a clue icon will appear. Dig with the spade and you'll find a kitten submerged in the earth, taking you to level five."
Jon Hare, Sensible Software

DUNGEON QUEST

Q The (sort of) aptly named Darren Knight of Kettering couldn't get into the castle.

A "After crossing the river, search and you'll find a rock. Take the rock to the castle door, throw it at the lever and it'll miss. Go and get another rock and throw it at the drawbridge lever again and the door will open."
Matthew Kennedy (aged 12), Bridghouse

What do we mean, Amiga Format is going live? That the world's best-selling Amiga magazine is turning into some kind of Frankenstein's monster?

Well, no. What we mean is that we've arranged a very special event this Spring for all Amiga owners. It's going to be a computer show like no other, arranged exclusively for Amiga owners and inspired by the people who run Britain's favourite computer magazine.

What will be happening there? Well, first and foremost there will be stall after stall overflowing with great Amiga bargains - games, hardware, serious software, the lot. Just like in Amiga Format.

Naturally, because it's a live event that also means you can get advice and see products demonstrated by the people who make and sell them. Which makes life an awful lot easier.

And that's as well as taking advantage of some very special prices.

So it's a great place to go shopping, but there's a lot more besides.

Commodore, the makers of the Amiga, are giving their full backing to the event and will be there in style.

What happens w
the world's to
magazine

The Amiga Format team will be there along with a host of other Amiga experts, to have a chat, answer your questions and help you out with any specific Amiga problems.

A special Sound and Vision area will concentrate on Amiga graphics and music, and how they can be used in making your own videos.

For gamesplayers, there's the Amiga Power arcade where you can see – as well as play – all the latest top game releases. And you can experience virtual reality for yourself, too.

The venue has yet to be confirmed, though it's a prestige central London site, and much more has yet to be revealed about what new products will be launched at the show, and other special events, so keep an eye on the news pages of your favourite Amiga magazine.

But what's certain is that it's going to be quite an event. If you've got an Amiga, you really ought to be there. So make sure to get it arranged right now, and we'll see you there!

AMIGA FORMAT Live '93

WEMBLEY EXHIBITION CENTRE

7TH - 9TH MAY 1993

when Amiga goes live?

Tickets can be booked in advance with our

credit-card hotline 051-356 5085

which means you get in for a bargain £5.95 and you don't have to queue to get a ticket. Entrance on the day costs £7. Opening hours are Friday 7 May and Saturday 8 May 9.30am to 5pm, Sunday 9 May 9.30am to 4.30pm. See you there!

Booking form

Yes please! I'd like tickets!

Number of tickets (at £5.95 each)

Total payment £

Method of payment (please tick) Access ☐ Visa ☐ Cheque PO ☐

Credit card number

Expiry date

Name

Address

Postcode

Please make all cheques payable to Future Events
Send this coupon to AMIGA FORMAT LIVE '93,
PO Box 2, Ellesmere Port,
South Wirral
L65 3EA.

AP03

OH NO! Y LEMM

We dared you to, and by golly you did. The runner's up get copies of *Lemmings 2*, while the winner gets a fab satellite system.

Richard Bull put a seasonal slant on things with this little number. Nice try, but no cigar.

We can tell that Duncan Saunders really (ahem) digs his outfit. One of the earthier entries, the work behind this one is obvious.

Stephen Johnson's Bono Lemming incarnation was sheer brilliance. This was so very nearly the winner.

This is Hilary Sandig and friends, with their cute little sign reading 'WE TRIED'. No, frankly, you didn't.

This is Joey Twitchen. Tell us Joey, do your friends know you dress up like this?

Roland & Antonia Pingree tried. They really did. But we're callous here at AP, so they didn't win. Life's like that.

YOU'RE WINGS

Aren't you a little too tall to be a Lemming? Andrew Mackintosh nearly made the grade.

Is it Heidi Evans, or is it really a neat little Lemming? It's just so hard to tell. Another top quality runner-up.

Young Roger Blackmore got so excited about it all that his head exploded.

THE WINNER IS...

Sheer brilliance from JT Sykes, this may have won if JT hadn't already won our *Parasol Stars* compo.

Thomas Saunders is the lucky winner of the satellite system, courtesy of Psygnosis. Thanks Thomas, we laughed lots.

SOFTWARE CITY

P.O. Box 888, Wolverhampton WV1 ITP Tel: 0902 25304 Fax: 0902 712751

Call us on: 24 Hour Credit Card Hotline 0902 25304 VISA MasterCard AMERICAN EXPRESS Access

AMIGA SELLERS

1st Division Manager 7.99
3-D Construction Kit 2 .....34.99
A - Train .....NEW 24.99
Addams Family 17.99
Air Force Commander .....NEW 21.50
Alien Breed 92 .....9.99
Another World 17.99
Arcade Fruit Machine 7.99
Bard's Construction .....NEW 21.50
Bard's Tale Trilogy .....NEW 24.99
Bat 2 .....24.99
Battlehawks 1942 .....14.99
B. C. Kid 17.99
Beast 3 .....21.50
Biff .....NEW 7.99
Bignose the Caveman 7.99
Bridge Player 2150 .....21.50
Bubble Dizzy 7.99
Campaign 21.50
Captain Dynamo 7.99
Captive .....NEW PRICE 14.99
Carl Lewis Challenge 17.99
Carnage .....NEW 7.99
Carrier Command .....NEW PRICE 9.99
Castles 21.50
Castles Data Disk 12.99
Championship Manager 17.99
Chaos Engine .....NEW 17.99
Che - Guerilla in Bolivia (C.C.S.) 17.99
Chessmaster 2100 ..NEW PRICE 14.99
Chuck Rock .....NEW PRICE 12.99
Civilisation 24.99
Cohort 2 .....NEW 21.50
Cool World 17.99
C.J. in the USA 7.99
Creepers .....NEW 21.50
Cricket Captain .....NEW PRICE 9.99
Crystal Kingdom Dizzy ....NEW 13.99
Curse of Enchantia 24.99
Daily Double Horse Racing 7.99
Dalek Attack 14.99
Dark Seed 24.99
Darkmere .....NEW 21.50
Deluxe Strip Poker 2 (1 Meg) .....SP OFFER 7.99
Dizzy Prince of the Yolk Folk 7.99
Dragons Lair 3 .....24.99
Dreadnoughts 24.99
Dungeon Master/Chaos Strikes Back 21.50
Emlyn Hughes Int. Football 7.99
Euro Soccer 17.99
European Super League 9.99
Exile .....SP OFFER 9.99
Exodus 3010 .....NEW 21.50
Eye of the Beholder 21.50
Eye of the Beholder 2 (1 Meg) .24.99
F16 Combat Pilot 9.99
Falcon 14.99
Falcon Op Counter Strike (Data Disk) 9.99
Falcon Operation Firefighter (Data Disk) 9.99
Fire and Ice 17.99
Fireforce 17.99
Flight of the Intruder 14.99
Floor 13 .....21.50
Football Director 2 .....9.99
Football Manager 3 .....NEW 17.99
Formula 1 Grand Prix (Microprose) 24.99
Free D.C. .....NEW 18.99
Frontline (C.C.S.) 17.99
Future Wars .....NEW PRICE 12.99
Fuzzball .....NEW PRICE 7.99
Games Espania '92 .....21.50
Gazza's Super Soccer NEW PRICE 9.99
Golden Axe 9.99
Graham Taylor's Soccer 17.99
Grand Prix (Microprose) 24.99
Hagar the Horrible .....NEW 17.99
Hand of St. James .....NEW 21.50
Harlequin .....SP OFFER 9.99
Harpoon Version 1.21 .....24.99
Harpoon Battleset 3 or 4 .....10.99
Hudson Hawk .....NEW PRICE 7.99
Humans 21.50
Ian Botham's Cricket 21.50
Indiana Jones Fate of Atlantis (Action) 17.99
Indiana Jones Fate of Atlantis (ADV) 25.99
Indiana Jones Last Crusade (ADV) 14.99
Italia 1990 .....9.99
Jack Nicklaus Golf ..... NEW PRICE 7.99
Jack Nicklaus Unlimited Courses (1 Meg) 21.50
Jack Nicklaus Unlimited Clip Art 10.99
Jack Nicklaus Vol 2 or 4 or 5 .....10.99
James Pond 7.99
Jimmy White's Whirlwind Snooker 21.50
Joe and Mac - Caveman Ninja ..17.99
John Maddens American Football 17.99
Jones in the Fast Lane .....NEW 24.99
Kaiser .....NEW 17.99
Kindwords 3 .....34.99
Kings Quest 5 .....27.99
Knightmare - Hint Book 21.50
Kyrandia 24.99
Last Ninja 3 .....NEW PRICE 9.99
Legend + Hint Book 21.50
Legends of Valour 25.99
Leisuresuit Larry 5 .....24.99
Lemmings + Lemmings Data Disk.21.50
Lethal Weapon 17.99
Life and Death .....NEW PRICE 14.99
Links (Requires Hard Disk Drive) 24.99
Links Firestone (HD) 12.99
Lombard R.A.C. Rally 7.99
Lotus Esprit 9.99
Lotus Esprit Turbo Challenge 2 .17.99
Lotus 3 The Ultimate Challenge .17.99
Lost Treasures of Infocom NEW 13.99
Lure of the Temptress 21.50
Magic Maths 4-8 (School Soft) .17.99
Magic Worlds .....NEW 17.99
Man Unt 9.99
The Manager 21.50
Match of the Day 17.99
Mega Fortress 21.50
Microprose Golf 24.99
Midnight Resistance 7.99
Monkey Island 17.99
Monkey Island 2 (Le Chucks Revenge) 25.99
Motorhead .....NEW 10.99
New Zealand Story 7.99
Nick Faldos Championship Golf .....NEW 24.99
Nigel Mansell's World Championship 21.50
No Greater Glory (US Gold/SSI) 24.99
No Second Prize .....NEW 17.99
Nova 9 .....NEW 24.99
Oh No More Lemmings (Stand Alone) 17.99
Omar Sharifs Bridge 24.99
Oriental Games .....NEW PRICE 9.99
P.G.A. Tour golf 17.99
P.G.A. Courses Data Disk 10.99
P.G.A. Golf + Courses Disk 21.50
Paint 'N' Create 17.99
Paperboy 2 .....SPECIAL OFFER 7.99
Pictionary .....NEW PRICE 7.99
Pinball Fantasies 21.50
Pipemania .....NEW PRICE 9.99
Piracy 21.50
Pit Fighter .....NEW PRICE 7.99
Plan 9 Outer Space .....NEW 24.99
Pool (Archer Mcleans) 17.99
Populous 9.99
Populous/Sim City 21.50
Populous 2 (½ or 1 Meg) 21.50
Postman Pat 3 .....7.99
Premier Manager 17.99
Premiere 21.50
Prince of Persia .....NEW PRICE 7.99
Prophecy .....NEW 21.50
Prophecy of the Shadow .NEW 22.99
Putty 17.99
Railroad Tycoon 24.99
Rainbow Islands 7.99
Road Rash 17.99
Robin Hood (School Soft) 17.99
Robocop 2 .....NEW PRICE 7.99
Rome A.D. 92 .....NEW 21.50
Rugby Coach 9.99
RVF Honda .....NEW PRICE 9.99
Scrabble .....NEW 18.99
Scrooge (School Soft) 17.99
Secret of Monkey Island (1 Meg) 17.99
Secret of Monkey Island 2 (1 Meg) 25.99
Sensible Soccer 92/93 (New Version) 17.99
Shadoworlds 17.99
Shoe People .....NEW PRICE 7.99
Shoot Em Up Construction Kit 9.99
Shuttle 21.50
Silent Service 2 .....24.99
Sim City/Populous 21.50
Sim City/Terrain Editor/Arch 1 .....NEW 24.99
Sim City Architecture 1 .....11.99
Sim City Architecture 2 .....11.99
Sim Earth 24.99
Space Crusade 17.99
Spellbound Dizzy 7.99
Stalingrad (C.C.S.) 17.99
Starglider 2 .....NEW PRICE 9.99
Steve Davis Snooker 9.99
Streetfighter .....NEW PRICE 9.99
Streetfighter 2 .....18.99
Striker Manager .....NEW PRICE 3.99
Supercars 2 .....9.99
Super Barbarian .....NEW 17.99
Super Cauldron .....NEW 17.99
Super Hero .....NEW 21.50
Super Monaco G.P. 9.99
Sword of Honour .....NEW 17.99
Tag Wrestling 7.99
Tearaway Thomas .....NEW 17.99
Tetris .....SPECIAL OFFER 9.99
Thomas the Tank Engine 7.99
Traders .....NEW 17.99
Trivial Pursuit .....NEW PRICE 7.99
Trolls 17.99
Turrican 1 or 2 .....7.99
Turtles 2 .....SPECIAL OFFER 12.99
T V Sports Football (Not + Compatible) 3.99
Ugh 17.99
Ultima 6 .....21.50
Ultimate Golf 9.99
Universal Monsters .....NEW 17.99
Warriors of Releyne .....NEW 21.50
Waxworks 24.99
Ween 21.50
Wind in the Willows (School Soft) .....NEW 17.99
Wing Commander 24.99
Wizkid 17.99
World Championship Boxing Manager 7.99
World Class Leaderboard (LTD Edition) 9.99
World Class Rugby .....SP OFFER 9.99
World Cricket 7.99
W.W.F. 2 (European Rampage) ..17.99
Zak McKracken .....NEW PRICE 12.99
Zool 17.99

EDUCATIONAL SOFTWARE

Beter Maths	(12 - 16)	(School Soft)	17.99
Better Spelling	(8 - 14)	(School Soft)	17.99
Fun School 2	(U 6 or 6 - 8 or 8+)		7.99
Fun School 4	(U5 or 5 - 7 or 7 -11)		17.99
Junior Typist	(5 - 10)	(School Soft)	14.99
Magic Maths	(4 - 8)	(School Soft)	17.99
Maths Mania	(8 - 12)	(School Soft)	17.99
The Three Bears	(5 - 10)	(School Soft)	17.99

AMIGA COMPILATIONS

SPORTS MASTERS
P.G.A. Tour golf, Indianapolis 500, Advantage Tennis & Euro championship
21.50

THE DREAM TEAM
The Simpsons, WWF, Wrestlemania & Terminator 2
17.99

FANTASTIC WORLDS
Realms, Pirates, Wonderland, Populous & Mega-Lo-Mania
24.99

STRATEGY MASTERS
Populous, Spirit of Excalibur, Chess Player 2150, Hunter & Battle Master
22.99

SUPER ALL STARS
Steg, C.J. in the USA, Captain Dynamo, Adventures of Robin Hood & Magicland Dizzy
17.99

SUPERFIGHTER
Pitfighter, WWF Wrestlemania & Final Fight
17.99

THE R.T. SMITH COMPENDIUM
Vulcan, Ancient Battles & Arnhem
19.99

DIZZY'S EXCELLENT ADVENTURE
Spellbound Dizzy, Bubble Dizzy, Dizzy Prince of the Yolk Folk, Panic Dizzy & Kwik Snax
17.99

DIZZY COLLECTION
Fast Food, Kwik Snax, Magicland Dizzy, Fantasy World Dizzy & Treasure Island Dizzy
17.99

AIR AND SEA SUPREMACY
Silent Service, Gunship, Wings, Carrier Command & P47 Thunderbolt.
21.50

3.5 INCH DOUBLE SIDED, DOUBLE DENSITY WITH LABELS

1	0.59
10	5.50
25	12.50

40 PIECE 3½ DISC BOX - 6.99

80 PIECE 3½ DISC BOX - 7.99

120 PIECE 3½ DISC BOX - 9.99

MOUSE MAT - 2.99

AMIGA A500 DUST COVER 9.99

AMIGA A600 DUST COVER - 9.99

AMIGA ½ MEG EXPANSION WITH OR WITHOUT CLOCK - 29.99

AMIGA A600 1 MEG EXPANSION WITH CLOCK - 59.99

AMIGA A500 + 1 MEGABYTE EXPANSION - 44.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:- **Software City P.0 Box 888, Wolverhampton WV1 1TP.**

ORDER FORM (Block Capitals)

Name .....

Address .....

.....

Postcode ..... **Tel No** .....

Previous customer Y/N..... Reference No.....

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 75p for post and packaging on all orders under £10.
EEC countries add £1 per item. Non EEC Countries add £4.00 per item
Paying By Cheque - Cheques payable to **Software City** **AP23**

CREDIT CARD NO. **EXPIRY DATE**

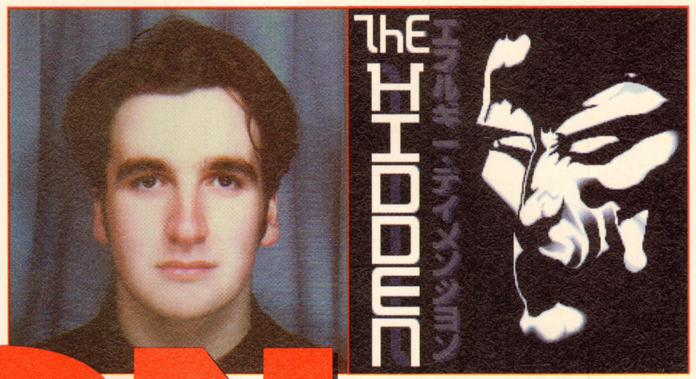
SIGNATURE **DATE**

EUROPEAN ORDERS ACCEPTED

Reg. Office: I.J.A Software Ltd, 2nd Floor Offices, Hampton Walk, Queen Square, Wolverhampton WV1 ITQ

DESIGN A GAME

Work on *Spodland* continues apace but Craig Howard still has time to keep us informed.



3.12.92

After deciding that *Spodland* was to adopt a more cute, consolesque type of look, I set about playing large numbers of console games so I could get an overall impression of how the graphics are constructed, like which features are heavily exaggerated (big eyes, disproportionate head) and which ones aren't (torso, arms and legs). Why take this particular course of action? Well, playing *Sonic* and *Mario* all day certainly beats working.

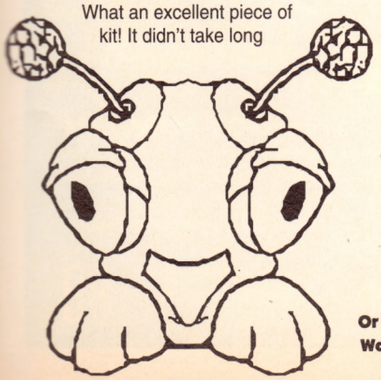
The Hidden come up with a fantastic new concept for the characters – 3D Spods, modelled in plasticine and then digitised.

7.12.92

After looking at loads of console games I started sketching out some designs for the actual Spods *(The characters in the game, if you haven't been watching. – Ed)*. Martin had already supplied some ideas for Spod designs, but like everything else I decided to tamper with them, so off I went, scribbling away again.

8.12.92

Christmas came early today when I received a brand new A1200. Cor! What an excellent piece of kit! It didn't take long before *F1 Grand Prix* was loaded into it, and after I picked myself off the floor, I could still hardly believe it. Needless to say, no work was done that day.



Or how about 'Flobbing in Spodland'? Would we get some royalties for that?

9.12.92

Disaster! Not one of our previous games works on the A1200. How can I cope without *Puggles*? After phoning Will and telling him of the problem, he decides that we'd better see if *Dong*, our new, soon to be released, stunning arcade platform game, £15.99 RRP *(That's enough. – Ed)* would work.

10.12.92

Silence fell. A faint whirr of a disk drive. Three pairs of eyes gaze into a cold black screen. Suddenly, the screen was aglow with strange, phosphorescent shapes. "Is it meant to do that?," Simon asked hesitantly. "Nope," said Will.

11.12.92

Will has now got the A1200 and is currently finding out what makes it tick. I spent what little spare time I had still sketching out some Spod designs, and trying to come up with the overall look of the game.

16.12.92

Will finally got to grips with the A1200's insides and presented us with a new, A1200 compatible *Dong*. Whilst hacking away at the machine, he found out that it could do some rather spiffy things and had produced a little demo of some super hi-res sprites whizzing in and out of a 256-colour, scrolling mountainscape. We all immediately love the A1200 and begin toying with the idea of some enhancements for A1200 *Spodland*.

18.12.92

Despite everything, I wasn't too happy with some aspects of making *Spodland* look like a console game (although I didn't want it to look computer-y either). When you look at a console game it usually consists of lots of primary colours, due mostly to the limited palette of the machine. However, people usually warm to this type of look, probably because it looks bright and cartoon-like. On the other hand, most computer games go for a limited amount of primary colours but more shades of each colour (the Bitmap Brothers games are a very good example of this, very blue and metallic). I wanted to try for something totally different so I went away and thought and thought.

"I wanted to try for something totally different"

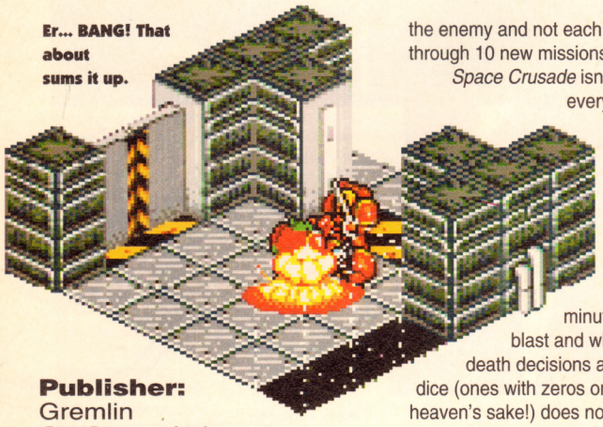
Does anybody else call spitting 'flobbing'? That's what we used to call it at school and you could use the phrase 'Spod flob'.

22.12.92

Finally, I have an idea – I'll make the game in Claymation! This would be a bit of a radical change, but as *Spodland* is a PD game we've got more room to experiment with different graphical styles. So out I went for some Plasticine and constructed a 3D Spod, then digitised it and realised that this was the way forward for the graphics. However, all work and no play makes Craig a very dull boy, so I decided it was time I started my Christmas holiday. Until next month, this is Craig saying 'Byeeee!' *(Oh dear. Again. – Ed)* ●

SPACE CRUSADE- THE VOYAGE BEYOND

Beyond what, though? That's the thing.



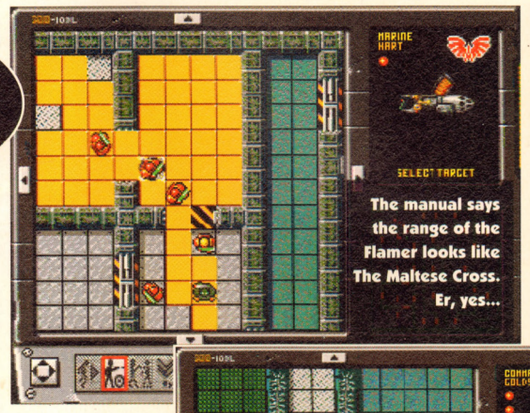
Er... BANG! That about sums it up.

Publisher: Gremlin
Authors: In house
Price: £24.99 (For the new missions plus the original game)
£14.99 (New missions only)
Release: Out now
Other information: Not A1200 compatible

Hut, hut, hut, hut, hut, hut, hut, splat. Yep, the lowest form of marine life is back. They don't know what they've been told, 'cos they fell asleep during the briefing, but they remember the motto – ifito movus, blastito peesus. So it's up to you to take command and try to make sure that your team of spaced-out crusaders manage to shoot the enemy and not each other through 10 new missions.

Space Crusade isn't everybody's plastic cup of freeze-dried, machine-vended beverage, it has to be admitted. A blast-'em-up where you have to wait 10 minutes between each blast and where life and death decisions are reached with dice (ones with zeros on them, for heaven's sake!) does not have universal appeal. But the strategy and planning elements of the game have some people hooked, and the dice add a sense of, well, hope, when everything looks hopeless. Luck? Nah, it was a calculated risk.

Chainsaw massacre time! The Power Chainsaw replaces the Power Sword.



The manual says the range of the Flamer looks like The Maltese Cross. Er, yes...

The Vilous parasites who suck the life out of you. A bit like watching Eldorado.

Oh no, it's a green blobby thing.

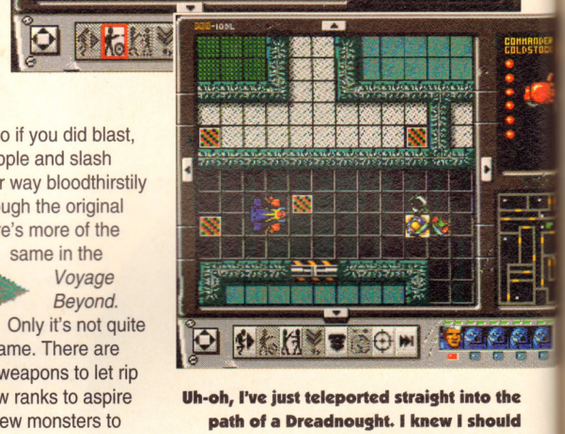
The Flamer replaces the Assault Cannon, and is handier for lighting cigarettes.

So if you did blast, grapple and slash your way bloodthirstily through the original there's more of the same in the *Voyage Beyond*. Only it's not quite the same. There are some new weapons to let rip with, some new ranks to aspire to and some new monsters to reduce to green splodgy messes (or to reduce your men to red splodgy messes). You wait till you see the new Mark VII Dreadnought – you might have thought the old ones were mean mothers, but they're just slightly stingy maiden aunts compared to this.

"You can't just blast your way through and hope"

But that's not all. The missions in *Voyage* are more than just extra levels with monsters and rooms in different places. They are a logical progression from the ones in the original. A lot of them look deceptively simple, but require a great deal of thought (and pointless deaths) before you work out the best way to achieve your objectives. Some levels even have teleport pads just to complicate matters. Even more so than before you can't just blast your way through and hope the right numbers come up on the dice.

Some of the new levels also look great, especially in the 3D mode. Mission Three (Locate and Launch) has some effectively gooey walls which complement the introduction of one of the new nasties, the Vilous parasites. These live down holes and pop out to trap marines in adjacent squares and suck the life out of them.



Uh-oh, I've just teleported straight into the path of a Dreadnought. I knew I should have gone by tube.

Okay, so the new missions aren't drastically different, but if you liked the original, they offer a worthwhile new set of challenges. But I reckon they just about stretch the concept to its limits. Any more expansions, unless Gremlin come up with something radically different, would be downright yawnsome.

● *DAVE GOLDER*

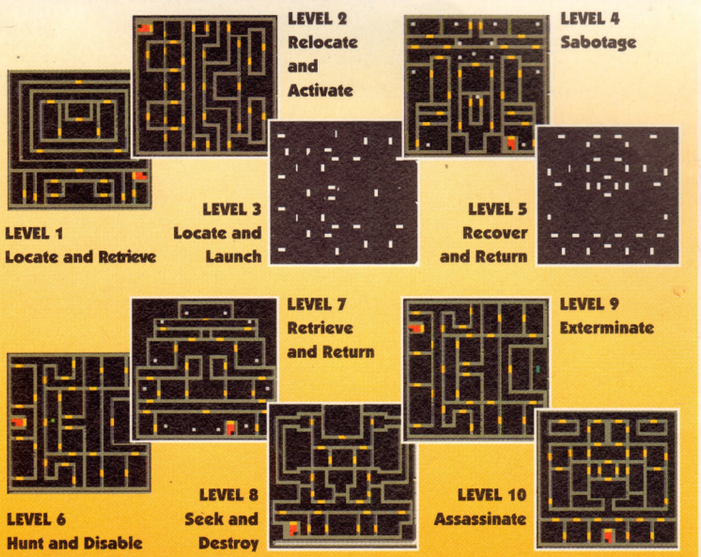
UPPERS Ten new levels that are a logical development from the ones in the original. They're more difficult, more perplexing but just as much fun. The new monsters and touches like the teleport pads also stop the levels from becoming too samey.

DOWNERS I think Gremlin have had just about all the mileage they can get out of this formula. There's nothing really startling or surprising in any of the levels.

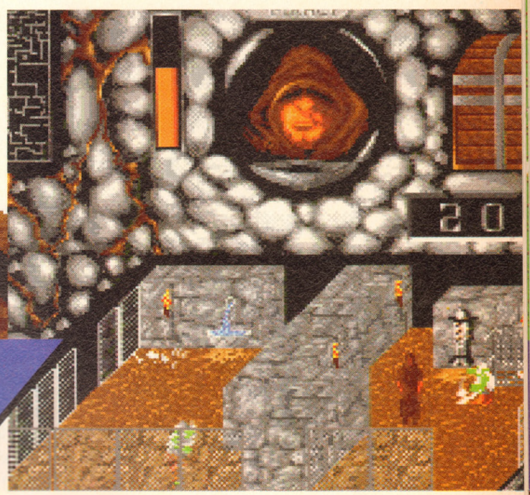
THE BOTTOM LINE
It's definitely quality stuff and well up to the original's standards. It's not really going to be to everyone's tastes but for anyone who likes to dip their toes into the strategy pool every now and then, this should do your bunions some good.

80 PERCENT

YOUR MISSION SHOULD YOU CHOOSE TO ACCEPT...



What exactly is this fascination that everyone seems to have with mazes? Personally, I hate getting lost.

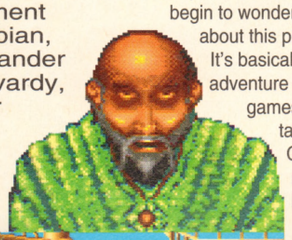


PIRACY

Ha-har, Jim lad, take this black spot to Blind Pugh, etc, etc.

Game: Piracy
Publisher: International Computer Entertainment
Authors: Steve Fabian, Francis Staengler, Sander Domokos, Leslie Vovardy, Joesef Hevesi, Peter Tolnayz
Price: £29.99
Release: Out now

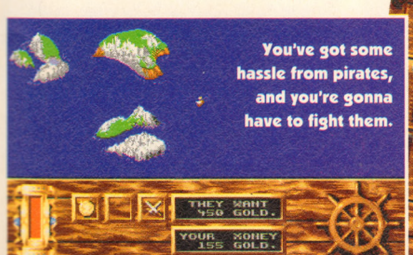
By taking piracy as its theme, *Monkey Island* created an exciting, atmospheric and hugely enjoyable game. Which just goes to show what great potential piracy has for a game. But when you've got this game loaded and ten minutes later you're dragging a pathetic picture of a ship around a blue background trying to find the best price for cloth and cotton you begin to wonder what's so special about this piracy lark anyway.



The fight scenes are ridiculously unrealistic. Everyone shuffles sideways, it's hilarious.

It's basically a strategy-cum-adventure game with a few sub games thrown in. Your task is to recover the Golden Chalice and return it to the Hall of Balance, the loss of which has caused evil, and particularly piracy, to flourish all over the world. So you start the game with a ship, three men and 200 credits. You have to move around between all the islands buying from one and selling at a better price to another. The idea is that when you've got enough money, everyone starts talking to you and dropping hints about where you might find the chalice. You don't have to pay for this information, it seems that people are willing to tell you anything, presumably content with the knowledge that they've helped a rich person. I bet the unemployed have a terrible time round here.

"The strategy element is too limited"



You've got some hassle from pirates, and you're gonna have to fight them.

You can always do a spot of gambling if you get bored of all the other stuff.

You are, of course, not a pirate. You're a trader. The pirates are the nasty ones who try to mug you on your travels. This appears to happen at random – you'll be chugging along quite nicely with a ship full of baked beans and suddenly you're faced with the message "they want your gold". You can decide to either pay them or fight them – if you don't have enough money you have no choice but to fight. Then comes an outrageously amusing sub game where you choose one of your crew (who all look like they belong in Spinal Tap) to go out on to the ship and fight the pirates. One at a time. Not too smart, but it gives you a beat-'em-up section of the naffest quality. Have hysterics as you watch your character shuffle ridiculously around with about three moves in your repertoire. It's embarrassing.

An island, where you can go and sell rice. Rivetting.

You do get a welcome wherever you go.

You can avoid this absurd combat by buying a cannon and cannon balls, which then gives you the option to have a cannon fight with the enemy ship. Another peril awaits in the form of a giant octopus.

There's also a dungeon to explore, in which you have to find 20 treasure chests by wandering around this dungeon maze. You come across various dungeon inhabitants and zap them with your magic. It's tedious as well, I'm afraid.

So there you have it. The graphics are disappointing, going nowhere near what the Amiga can offer. The strategy element is too limited to offer any real challenge, and the adventure itself generates no interest. If you fancy a pirate adventure, go back to *Monkey Island* – it's far more rewarding.

● *TIM TUCKER*

UPPERS There's a number of different game styles in here, which makes for some variety.

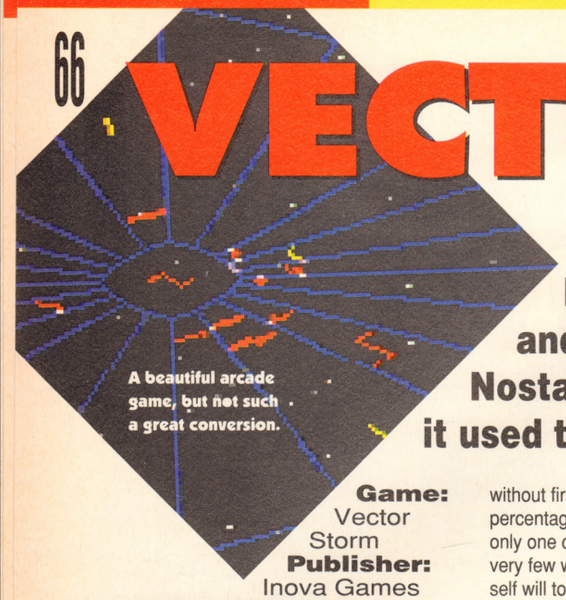
DOWNERS Unfortunately, they're all crap. Nothing in here has anything to offer beyond the initial laughs at how badly it's done.

THE BOTTOM LINE

By trying to incorporate several different genres into one game, Piracy ends up having nothing to satisfy anyone. There's certainly the potential here for an interesting game – the strategy and adventure elements could be combined to create an interesting challenge. This doesn't, and the result is tedium.

34 PERCENT

VECTOR STORM


A beautiful arcade game, but not such a great conversion.

School ties, Haircut 100 and *Tempest*. Nostalgia ain't what it used to be.

Game: Vector Storm
Publisher: Inova Games
Author: Carl W Moore
Price: £29.99
Release: Out now

Simplicity is everything. All that is great in this world can be attributed to the fact that it has intrinsic simplicity at its core. The second movement of Mozart's Piano Concerto Number 21 (in E flat) is a fantastically structured piece of elegant simplicity. The Japanese Haiku poems present beautiful miniatures of facile grace, and Amanda de Cadenet is a good example of a person who is both beautiful and extremely simple. We all harbour the optimistic, and possibly naive, view that the answer to the mysteries of life, the universe and everything will actually turn out to be a very simple equation, or perhaps a word, or syllable even. Whether it will or not, our love of the simple in art and science makes it the central objective of mankind in our time.

Which leads us nicely onto *Vector Storm (It does? – Ed)*. Because here we have a game that is simple in its design, simple in its gameplay, simple in its graphics, and simply brilliant fun. Or it would be. No doubt you've already sneaked a look at the percentage at the end of this review, because I believe it's impossible to settle down to read a review without first sneaking a look at the percentage, just like it's impossible to eat only one cheesy biscuit snack. (For those very few who manage to retain enough self will to avoid looking at the score, I'm going to ruin it for you – it's 60%.) Having done so you will notice that there is a bit of a discrepancy between the description 'simply brilliant fun' and a score of 60%. I'll explain why.

This is one of those sad cases that occasionally slip through – a game that is essentially bloody good being let down by some niggly flaws.

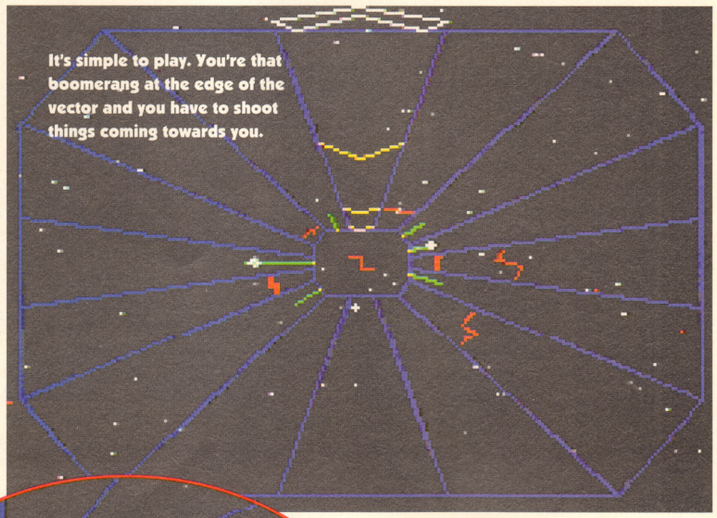
But first a little about the game itself. It's a conversion of an excellent arcade game called *Tempest*. When I loaded it I was filled with dewy eyed nostalgia, and nearly wept all over my mouse mat as images of the arcade, school ties and early eighties pop music giants Haircut 100 came flooding back to me. Ah, those were the days when games were games, men were men and, er, second hand electric blankets were second hand electric blankets.

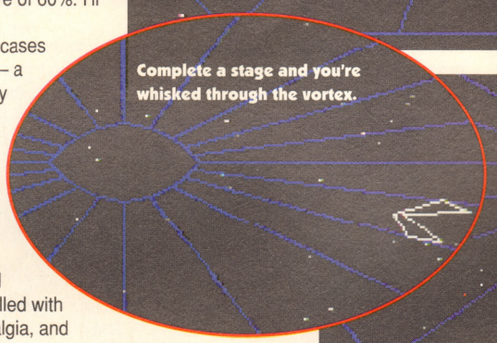
"I nearly wept all over my mouse mat"

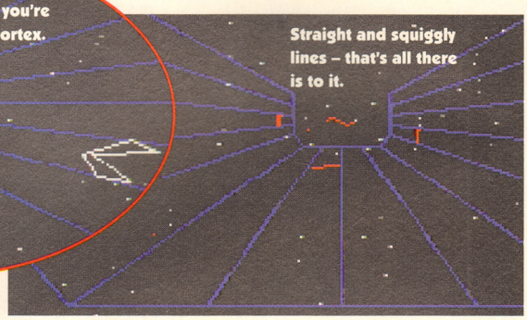
Anyway, that game was great. And this would be too if it weren't for the dodgy control system. How did this happen? The graphics can hardly be said to be stretching the Amiga to its limits, there's no number crunching parallax scrolling for it to deal with, so why does it slow down in places? Why does it stick at the most awkward times? It's a disgrace – this should have been sorted out straight away. If this was any other game I'd give it some low score and forget about it, but I really want this to be perfect, and it's breaking my heart that it isn't. The graphics don't bother me – they're not state of the art by any means, but then they never were – they do the job and even add a little nostalgia to the thing. But the gameplay – that's what makes this game great, it's simple gameplay.

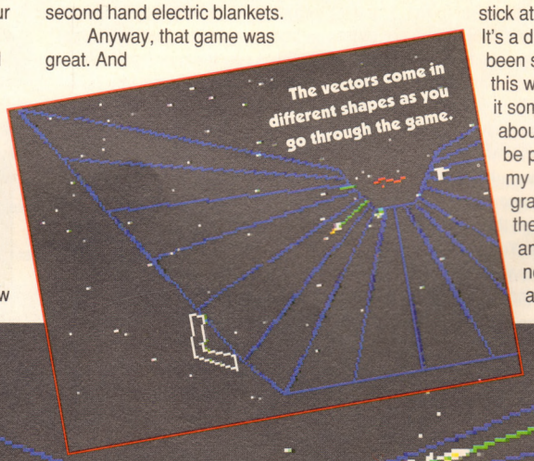
In fact it's not a complete disaster, because you can still have a good time on this game, you'll just find it infuriating when it does stick or slow down, but why waste this opportunity to create a dead-cert 90 percenter? Oh well. That's life. Simple really, isn't it?

● *TIM TUCKER*


It's simple to play. You're that boomerang at the edge of the vector and you have to shoot things coming towards you.


Complete a stage and you're whisked through the vortex.


Straight and squiggly lines – that's all there is to it.


The vectors come in different shapes as you go through the game.

You can pick up power-ups in the form of letters. This one gives you triple fire power.

UPPERS Such a brilliant game. Exciting and highly addictive, pick it up and you won't want to put it down until sunrise. And very simple.

DOWNERS The control system's not totally smooth, there's some lagging on the joystick response and it's basically not the game it could have been. Disgracefully expensive too – at £30 *Vector Storm* ought to have been bloody perfect, not this half-baked.

THE BOTTOM LINE

A fantastic game that's flawed by some bad programming. Although an Amiga version of *Tempest* is a highly desirable artefact, this one can't be recommended with these faults. What a shame.

60 PERCENT

SAVE £50! OFF PREVIOUS SILICA PRICE OF £299

AMIGA 500 SALE!

CARTOON CLASSICS

PACK INCLUDES:

1Mb AMIGA 500 PLUS	£399.99
BUILT-IN 1Mb DRIVE	FREE
A520 TV MODULATOR	FREE
THE SIMPSONS	£24.99
CAPTAIN PLANET & THE PLANETEERS	£25.99
LEMMINGS	£25.99
DELUXE PAINT II	£79.99

PLUS! FREE FROM SILICA:

ZOOL PACK	£127.92
PHOTON PAINT v2.0	£89.95
GFA BASIC v3.5	£50.00
PACK VALUE:	**£844.82**
PACK SAVING:	£575.82
SILICA PRICE:	**£249.00**

We are pleased to offer the original 1Mb Amiga 500 Plus (Kickstart/Workbench v2.04), including a built-in 18-key numeric keypad and Cartoon Classics software at a new low sale price of only £249. The Amiga 500 Plus can be upgraded, using any of the hundreds of peripherals that are now available, which include the award winning GVP range. In addition to the 1Mb version of the Cartoon Classics pack at only £249, we are pleased to offer a specially upgraded version with 2Mb RAM for only £279. And, when you buy an Amiga 500 Cartoon Classics Pack from Silica (1Mb or 2Mb version), we will give you a ZOOL PACK plus GFA BASIC and PHOTON PAINT II worth over £267, absolutely FREE!

FREE! ZOOL SOFTWARE PACK

ZOOL
STRIKER
TRANSWRITE
PINBALL DREAMS

PLUS! GFA BASIC AND PHOTON PAINT 2.0

TOTAL VALUE: **£267.87**

WITH THE AMIGA 500

INCLUDES BUILT-IN 18-KEY NUMERIC KEYPAD

1Mb A500 PLUS CARTOON CLASSICS

£249

INC VAT - Ref: AMC 0592

2Mb RAM VERSION £279 INC VAT AMC 0592 + RAM 0592

RETURN THE COUPON FOR YOUR FREE COPY OF SILICA's **NEW 64PAGE AMIGA CATALOGUE!**

CDTV™ INTERACTIVE MULTIMEDIA SYSTEM

- Easy to use home entertainment system
- Infrared Remote Control
- Sleek black design
- Keyboard, disk drive and mouse included
- Based on the best selling Amiga computer
- Plays CD audio discs
- Compatible with CD+G & CD+MIDI formats
- Over 100 CDTV titles available
- Compatible with 100s of Amiga programs
- Fred Fish CDPD is a 'collection' of 660 disks of public domain software. It includes utilities, applications, games and tools.

A complete CDTV environment. With keyboard and disk drive it is fully software compatible with the Amiga 500, and able to run all Amiga games and application software. £50 of CDTV software vouchers PLUS Sim City (worth £29.99) are included *FREE* with every CDTV Multimedia System from Silica.

CDTV Player	£399.99
CDTV Keyboard	£49.99
CDTV Disk Drive	£99.99
Fred Fish CDPD	£19.99
Sim City	£29.99
Software Vouchers	£50.00
Total Pack Value:	**£649.95**
Less Pack Saving:	£150.95
Silica Price:	**£499.00**

FREE! FROM SILICA with the CDTV Multimedia System: SIM CITY ENHANCED CD VERSION + £50 of CDTV SOFTWARE VOUCHERS WORTH NEARLY £80

£499

Ref: CCD 1250

AMIGA CDTV SALE!

£100 OFF RRP!
£50 OF VOUCHERS!
FREE SIM CITY

FREE! FROM SILICA with the A570: SIM CITY ENHANCED CD VERSION + £50 of CDTV SOFTWARE VOUCHERS WORTH NEARLY £80

The A570 is an essential add-on for your Amiga 500. CD-ROM is set to replace disks as the standard format for games and serious titles in the not too distant future. Most software companies have already announced plans to release CD versions of their software!

The sheer storage size of a CD (600 disks) means that using CD software is faster, graphics are enhanced and game play is increased with bigger levels, more complex problems to solve and larger areas to explore! And, being compatible with audio CDs, the sound quality from CD games is unrivalled! Sim City for instance has over 10Mb of data for its graphics alone and has music recorded in a studio! Silica's special sale price of £249 means that there is no better time to buy the A570 and, with the award winning Sim City included FREE with every A570 from Silica Systems, there's no better place to buy it from!

CDTV™ INTERACTIVE MULTIMEDIA AMIGA A570 ADD-ON FOR AMIGA 500 OWNERS

- Enables your Amiga to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Internal RAM expansion option (Coming Soon)
- Internal hard drive option (Coming Soon)
- Compatible with CD + G and CD + MIDI formats
- Transfer time 153Kb/second
- Compatible with CD-ROM industry standard ISO9660
- Comes with Fred Fish CDPD collection + Sim City FREE from Silica

Note: 1Mb of Chip RAM/FAT Agnus is required for full compatibility with all CDTV software. Silica offer an upgrade service. Please call and quote REA 1000.

SAVE £100! OFF NORMAL RRP OF £349

£249

Ref: CCD 0588

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

110193-1600

SILICA SYSTEMS OFFER YOU

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:* Team of technical experts at your service.
- *PRICE MATCH:* We normally match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 14 YEARS:* Proven track record in professional computer sales.
- *£12 MILLION TURNOVER (with 60 staff):* Solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts available **081-308 0888.**
- *SHOWROOMS:* Demonstration and training facilities at our London & Sidcup branches.
- *THE FULL STOCK RANGE:* All of your requirements from one supplier.
- *FREE CATALOGUES:* Will be mailed to you with offers + software and peripheral details.
- *PAYMENT:* Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**	
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608	
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**	
Opening Hours: Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737	
LONDON SHOP:	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**	
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Late Night: Thursday - 8pm	Extension: 3914	
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**	
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017	
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 468039**	
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	No Late Night Opening	Fax No: 0702 462363	

To: Silica Systems, AMPOW-0393-100, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

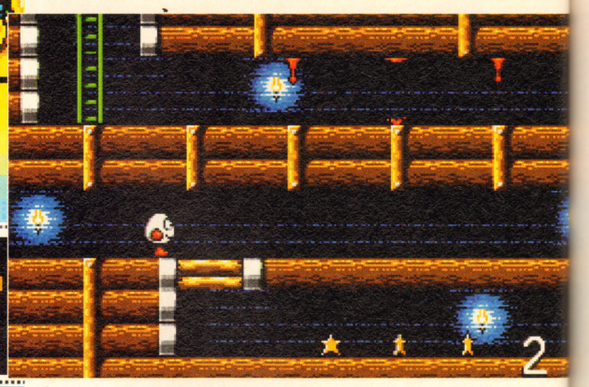
.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 100A

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



Above: Dizzy and some loggy platforms

Left: Dizzy (the egg) is talking to a blue elephant who wants some peanuts.

CRYSTAL KINGDOM DIZZY

The egg returns in his most expensive adventure.

Game: Crystal Kingdom Dizzy
Publisher: Code Masters
Authors: Andy Severn (programming and sound), Brian Hartley, Peter Austin, Damon Redmond (graphics), Gerard Gourley (music)
Price: £19.99
Release: Out now

No, we haven't made a mistake – this is a Dizzy game and it costs 20 quid. In a slightly puzzling marketing strategy scenario, the Codies have decided that, although at first glance (and indeed second, third and all subsequent glances, but we'll get to that in a moment) this looks exactly the same as all the first 16-bit Dizzy game (the £4.99 *Treasure Island Dizzy*), it's going to cost four times as much. Actually, maybe it isn't so strange – the Codies always insisted that their games were really all full-price products and that selling them for eight quid was always purely a marketing thing, so perhaps we shouldn't be raising any eyebrows. Yeah, right. In whichever case, though, one thing IS sure to raise eyebrows in connection with *Crystal Kingdom Dizzy*, and that's how crap it is.

Now, as I've already said, on first impressions this is Just Another Dizzy Game. But there's been a bit of fiddling around going on beneath the surface – this is a little bigger than the Diz epics we've been used to before, and it comes in four separate sections, each of which can be accessed with a password via a neat little spoof on Code Masters' Nintendo and Sega cheating device, the Game Genie. Well, that's the theory, but a bit of a cock-up on the production front meant that the final version of the game actually forgets to give you the level two password when you complete level one. (With that in mind, I'll break with tradition and give it now, as a reward for any of you who've struggled through the first section and can't be bothered to play it over and over again when you keep dying on level two, as well you might, for reasons I'll get to in another moment – it's G5J 73Q 8HK)

That's just one of the little buggy annoyances in the game, though – in the aforementioned level two, it's only too easy to get a ride across the sea from a dolphin, leap off its back, and find yourself falling through a solid-looking floor and getting stuck at the top of a different screen, from which there's no way back into the game. Couple that with the lack of a level two password, of course, and you'll get very angry with this very quickly.

"You'll get very angry with this very quickly"

Also, it could just be my imagination, but I'm sure the other Dizzy games didn't make you traipse backwards and forwards shuttling objects around tediously nearly as much as this does, especially in level three where it gets quite fantastically nasty-minded about things.

I've kind of run out of space here, and there's lots more I'd have liked to mention (like paying 20 quid for a game and still having to put up with flick screens and a choice between average music OR fearsomely crap sound effects), but let's just say I'm one of Dizzy's biggest fans, but I hate this game with all my heart.

● *STUART CAMPBELL*

I wish I could find a situation in which to say, "Yo, small dude! Surf's up!" It's sad to think that I probably never will.

UPPERS The odd nice joke ('Yo there, small dude! Surf's up!' says Fat Freddy. 'Up what?' says Dizzy). Um... cartoon graphics?

DOWNERS Migraine-inducingly convoluted paths to follow, no password for level two, some infuriatingly pixel-perfect jumping required, no simultaneous sound and music, no scrolling, endless loading times, crap front end, and lots more.

THE BOTTOM LINE
Almost certainly the worst Dizzy game so far, so a bit of a strange choice for a near-trebling of the price tag. Extraordinarily annoying and almost no fun at all.

25 PERCENT

Game: The Bard's Tale Construction Set
Publisher: Electronic Arts
Author: Interplay
Price: £29.99
Release: Out now

Now you can write your very own version of *Bard's Tale*.

THE BARD'S TALE CONSTRUCTION SET

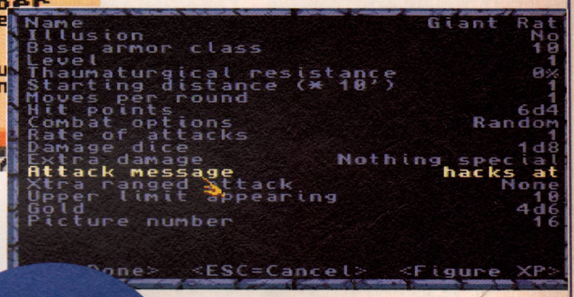
If you build a better *Bard's Tale* the world will beat a path, etc.

The great thing about construction sets is that they more or less review themselves. *(I don't like the sound of this. – Ed)* If the game they're based on is okay, then the construction set most likely will be too. But if the game was a bit naff, there won't be a lot of point in constructing your own versions of it. All you really need to know, then, is what the game's like and whether the construction side of things works as it should.

Let's start off with *The Bard's Tale* itself. It's something I felt I really ought to be familiar with, but, although the name rang all sorts of bells, I couldn't actually put a game to it. So I did a bit of background reading and discovered that there are actually three Bard's Tales: *The Bard's Tale, The Bard's Tale II* and *The Bard's Tale III*, the last of which (to my immense relief) was reviewed in issue 1 of AMIGA POWER. It scored 67 percent.

Although I probably should have guessed it, I also found out that the *Bard's Tales* are RPGs. They're rather primitive ones, too, with a token 3D display of the view ahead, an emphasis on fighting rather than puzzle-solving, and all the underlying dice throws and lists of numbers laid bare. But what they lack in presentation and atmosphere they make up for with lots of action and places to go.

Don't forget your RPG grammar. 'You are' becomes 'thou art', participles get inverted. Other changes abundant are.



They're ripe for the construction set treatment, then. And, yes, *The Bard's Tale Construction Set* gets the job done just fine. You can specify all the things you'd expect to be able to – monsters, items, spells and map layouts. You can import *DPaint* images to represent monsters. And you can define specials: lists of commands (i.e. programs) to be executed when certain points on the map are reached. This isn't as bad as it sounds – the commands are simple things like 'Have monster named X leave party', 'Print "You are dead"' or 'Regenerate 25 spell points'. Using them you can build up the puzzle side of your game.

"It gets the job done just fine"

Trouble is, I found the whole business enormously tedious. I'm a borderline case RPG-wise at the best of times, and when I'm faced with one as crudely laid out as this I tend to baulk. The construction set is even more basically-presented than the games, with page after page of text and no graphics beyond the title screen and those you draw yourself. Mainly for that reason, I never got as far as writing *The Bard's Tale IV*. (I just tweaked the supplied sample scenario a bit.)

But, although I'm probably in the overwhelming majority, that still leaves a small minority who'll be delighted to see this – RPG construction sets are pretty thin on the ground (in contrast to wargame construction sets, which are everywhere). If you're one of them, well, go for it, I say. As long as you know what to expect, you won't have the least cause for complaint.

● *JONATHAN DAVIES*

'(R)un away' I should think. Well, you like to make these things as realistic as possible. I'd scarper, no doubt about it.

UPPERS Well, it works, and the guts of *The Bard's Tale* are a pretty good basis on which to build your own RPGs.

DOWNERS Only pretty good, mind. You won't be writing the next *Legend*, I'm afraid. Not with this. It's not cheap, either..

THE BOTTOM LINE
Now you can buy a construction set for *The Bard's Tale*. That's all there is to it, really.

62 PERCENT

THE WORLD'S BEST-SELLING AMIGA MA

AMIGA FORMAT

On Sale Now!

ISSUE 44 ■ MARCH 1993 ■ £3.25

Unlock the power of your Amiga!

This month Amihga Format takes a look at the best software available. We tell you the programs everyone should have, and why!

Hard Driving

Would you like quicker loading and less disk swaps? of course you would! We show you how.

Personal Paint versus Deluxe Paint IV AGA

We take a look at the Amiga's hottest new paint packages.

REVIEWED: Wing Commander Dark Seed, Legends of Valour, Sleepwalker, and lots more! PAGESETTER 3: Budget DTP in 256 colours tested inside

future PUBLISHING
Your guarantee of value

9 770957 486028 03

SACK OF CACK II – THIS TIME IT'S PERSONAL

In February 1992, we ran our most popular competition to date. The prize wasn't anything special, all we were offering was a bin bag full of the things which we and our chums on our sister magazines didn't want any more. In short, a load of old tat.

Because we love you (and because the office is getting untidy) we're doing it again. We reckon that you know us well enough by now that you could answer a few personal questions about us. Just use your skill and judgement to answer them in a witty and original (or accurate) way.

Stuart's question: I'm thinking of a number between one and a billion. What is it?
Tim T's question: A famous pop star stole my girlfriend. What band does he play for?
Mark R's question: Which scores have never been given in AMIGA POWER game reviews?
Lisa's question: What character did I play in Grease?
Mark W's question: Did I ever tell you that I'd been to America?
Tim N's question: Where's my blue pen?
Jacquie's question: What exactly is the 'Gaffa' in Kate Bush's song 'Suspended in Gaffa?'

RULES & REGULATIONS

- What you see is what you get – there's no picking and choosing
- We don't want any complaints from the winner's parents
- We don't want it back
- The editor's (whoever that may be) decision is final

Send your entries to: 'What kind of questions do you call those?' AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW

A large bottle of champagne (empty), the Marie Claire predictions for '93 magazine, several joysticks of varying designs (broken), two baseball hats, a german language version of History Line (PC copy), half a large jar of revolting bubble gum, thousands (almost) of different badges, the AMIGA POWER Christmas dinner till receipt and bottle top collection, a hand scanner (broken), the Zoomer precision controller, a coffee filter, various cheap sunglasses, three plastic cups and a fork, a knitted emu marionette, a scary floating eyeball, a chunk of the Berlin Wall (thanks Dave), a dental brace, half of a Porsche model kit, a wooden puzzle game, a small boxing glove, an equally small life jacket, a poster-sized cover of AP issue 13, a Super Play T-shirt, pen, badge and examples of reader art (thanks Super Play), a broken clockwork mouse, a foam cricket on wheels, Tim N's rubber band ball, a squidgy American football, a 'free packet of Quavers' voucher, a packet of Snow Chocs, quite a few comics (some dating back to 1979), some tinsel, a Sony mini-disk, a digital watch (still working!), lots of little books from TOTAL!, a small football, picture of Madonna, several bits of soft toys (but not enough to make a whole one), the vital innards of a printer, an imitation leatherette folder marked 'Top Secret', some Christmas cards, 36 AMIGA POWER postcards, an AP advert cromalin, Motorhead's 'March or Die' on CD, Pit Fighter for the Spectrum, Night Breed for the Amiga, a table top croquet set, an Exeter City clubline card, Simon Champion's 'Campfires and Dreamtime' CD, a magic plastic balloon kit, a Beechams hot blackcurrant cold cure, a Slade flexi single, a book of HMV discount vouchers, a tube of Flamazine burn cream, a Comic Relief '93 car nose, an empty tube of Acnidazil spot cream, a clockwork Groucho Marx nose, glasses and moustache set, a cap gun, a Future internal mail envelope, a David Essex single, an eraser with 'Eraserhead' written on it (hah, hah), a Street Fighter II frisbee, some chopsticks, some PC Format cover disks, a purple flossy business card book, a Your Sinclair cromalin featuring 'supercool' Des Lynam, a Gidea Park single, some old PC microchips, a laughing clown key ring, packet of diarrhoea relief tablets, a yo-yo that looks like a wheel, a stick of rock from Weston-Super-Mare, an eclectic collection of books – Buzz Aldrin's Personal Odyssey, PC Power Tips, Shakespeare Made Easy, A Good Spy Guide to Tracking & Trailing, Brookside – The Official Companion, Flight of the Old Dog, several games demos, a Cup-a-Soup (Veg and Beef), an Action Man boot, a set of plastic ears, several Kinder egg toys, the Street Fighter II music on CD and a fascinating range of small plastic figures.

BUDGET

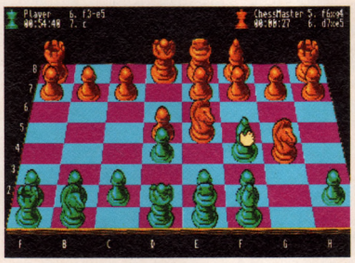
If it's inexpensive or if it's a compilation, then this is where you'll find it. It couldn't be simpler. Well, it could, but that would involve us coming round to your house with the games we liked and playing them for you.

CHESSMASTER 2100

Publisher: Mindscape
Price: £14.99
Release: Out Now

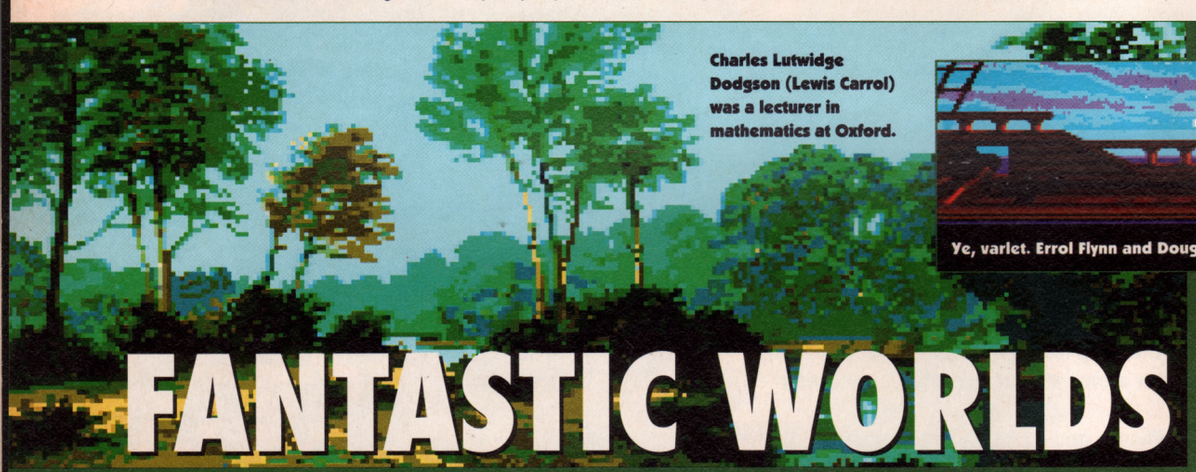
Chess – the game that came down the pilgrimage trails from the middle east. Chess – the game of tactics and conflict that has fascinated mankind through the centuries. Chess – that plonky little crowd-pleasing show by Tim Rice and the Abba boys that most people bought their mums for want of a better or more imaginative Christmas present. *(Chess, that great blues and R&B record label, home to such legends as Chuck Berry and Buddy Guy. – Ed)*

It's kind of strange then to discover that this chess game (the 'BEST' just got even better!!! boasts the packaging) is a mixture of all the above descriptions, with plenty to please both chess purists as well as those belonging to the MTV generation of two-point-three second attention spans, like myself.



And if you'd had a total good taste bypass, this is the sort of set-up you'd want.

What we have here is a chess game that really can be all things to all people, simply because the programmers have added enough options to please everyone. If you want to play a straightforward game with a simple display then fine, go ahead. If you want a game with knobs on though, with hints, voices and a purple and blue board with lime green and orange pieces displayed in isometric 3-D then, hey, you



Charles Lutwidge Dodgson (Lewis Carrol) was a lecturer in mathematics at Oxford.

Ye, varlet. Errol Flynn and Douglas Fairbanks Jnr give it some of that.

FANTASTIC WORLDS

Publisher: Ubi Soft
Price: £35.99
Release: Out Now

Stopwatch ready, and go! Now here's a challenge for an up-and-coming staff writer, I've got six hundred words to review five full length games. So donning my rollerskates and hooded lycra body stocking, I'm off.

Okay, you get 11 disks for your money, that's a mere £3.27 per disk, or £7.20 per game, which seems pretty good value. But space is pressing, so let's get onto the games.

Well, there are five of them, and they're all good, which is unusual for a compilation. They're all quite old though, but being quite new to this Amiga lark, I managed to miss most of them the first time around. Here's the run down, with my favourite first.

Populous is one that I've played before, till about five in the morning, I seem to remember. It's one of those all-time classic games that people go on about all the time. Considered obsolete and overshadowed by *Populous 2*, the original still offers plenty of scope for making life a complete misery for hoards of primitive folk by inflicting earthquakes on them when all they really want to do is build nice houses and have 2.3 kids.

Another classic god-game, and undeniably in the same vein, is *Mega lo Mania*, which is suitably similar to interest *Populous* players, but thankfully different enough to give you all sorts of new challenges. As a warring deity you have to force your followers through the historical pipeline from working out how to use a rock as an offensive weapon up to possessing nukes and SDI technology.

Despite being eclipsed by its sequel, *Populous* is still fab.

Realms puts you in control of an empire struggling against all manner of Orcs, Dwarves and Vikings. There are eight different scenarios, including a handy intro game, and where as the joy of the previous two games is that you can get straight on into them, the appeal of this one lies in it's potential complexity. As well as raping and pillaging, there's also the problem of paying for the slaughter, so you've got to ensure a steady flow of cash into your coffers. The graphics are fantastic and the tactics challenging, making it an ideal game for all you Tolkien types who fancy a bit of conquest as a break from exploring dungeon.

After three games set in fantasy, it comes as quite a surprise that next up is *Pirates*, a simulation set in the 17th century Caribbean. With masses of grog swiggin' and yo-ho-ho-ing, you either start out as a young adventurer or choose to follow in the footsteps of historical plunderers. The game takes the form of a series of sub-games (ship-to-ship combat, duelling, navigation, etc.) linked by a role-playing story line. I turned out to be a pathetic swordsman and a total loss as a ruthless cut-throat, and consequently ended my days as a beggar, but apparently you can sail your way to riches and fame. Yeah, right.

And finally there's *Wonderland*, which is a no-holds-barred adventure game. Adapted from the Lewis Carrol book with you in the role of Alice, it's a highly polished affair using windows, so you have a text window, a map window, a graphics window and so on, and although the game is strictly word-based, the pictures add quite a lot of atmosphere. Text adventures seem a bit old hat now, but this is fine example of what may be a dying game form.

So there you have it, five good but old games. Whether they're worth 36 quid depends on how many of them you've already got. They're all good games though, and I seem to have done this in less than 620 words. Can I go home now?

● *MARK WINSTANLEY*

THE BOTTOM LINE

In terms of hours of playability per pound, *Fantastic Worlds* represents a great deal, but is there anyone still out there who still doesn't own either *Populous* or *Mega lo Mania*? If I'd just bought an Amiga then I'd definitely get this, but I think it's probably too late for you long-term users.

80 PERCENT

can do that too. There's even the slightly worrying option of playing blind chess, where you play against the computer with the added hindrance of not being able to see his pieces. There are some very strange people out there.

There's room in this review for a paragraph on how well the computer can play, but seeing that the last time I was victorious, I was nine and my opponent was an Action-Man called Mike, I'm not really the one to comment on this. What I can say is that even on the more challenging modes the computer thinks quickly, and even on the hardest level you can interrupt its chain of thought when the waiting starts to get tedious. We'll have to take the programmers' word for it that it's very, good, and personally I believe them.

● *MARK WINSTANLEY*

THE BOTTOM LINE

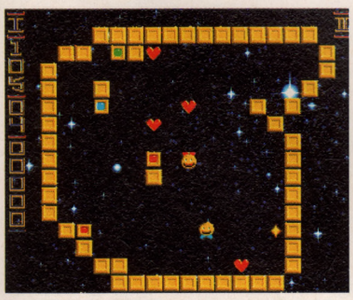
It depends whether you like chess or not really. This is a fast, no-frills version, and if you're more concerned about the game rather than fancy animated sprites like in *Battlechess* then this is a must, and being under fifteen quid makes it a 'get to the shops right now.' To non-chess players, well you won't like it then, will you?

84 PERCENT

THE POWER

Publisher: DMI
Price: £7.99
Release: Out now

When you load this game you get an options screen with Snap's hit single 'The Power' kicking away in the background, complete with vocals and everything. Which is fantastic, but why? I could understand if this was a storming shoot-'em-up or something, but it's a puzzle game for heaven's sake. As you try to



Some vaguely egg-shaped pathetic mutants doing their thing.

reunite the two cute and romantic blobs, Max and Mini, you wonder how on earth the word 'Power' sprang to anyone's mind. Something like 'Vaguely egg-shaped pathetic mutants get it on with a love thang' would have been my suggestion, but presumably the fact that Snap haven't done a hit single with that title would have caused it to be rejected immediately. I'm sure The Orb would have been interested though.

Anyway, when you've got over this anomaly you find yourself involved in a reunification exercise in a standard puzzle game set up.

There's this arrangement of blocks and hearts with an impressive scrolling background and a cute, er, chick called Mini stuck in the middle of it, and it's your job to guide another odd looking thing called Max to her.

You slide Max around the screen, and he only stops when he reaches a wall or another obstacle. You can only move in one direction at a time, and you have various helping stones which you slide around the screen also, and they're used to guide Max in the right direction. First you've got to collect all the hearts, then finish the level by sidling up to your loved one. Oh, and there's a time limit of course.

It's alright, you know. It's not the best puzzle game in the world, and it's not terrible. It's alright, and it's £7.99. If your puzzle collection isn't entirely complete, then – oh God, I hate all this crap, it's so wishy-washy. Let's just say this – I wouldn't buy it.

● *TIM TUCKER*

THE BOTTOM LINE

As mentioned in last issue's Clone feature, *The Power* is a sliding block puzzle game that's not a million miles from *Atomix* by Thalion. It's competent and cheap, it could well keep you amused for some time, but because I've already said I wouldn't buy it myself I'm going to give it...

65 PERCENT

GALACTIC WARRIOR RATS

Publisher: Summit Software
Price: £9.99
Release: Out Now

When considering whether to get this one or not, don't let the name sway your decision in any way, shape or form. Understand this and understand it well, pally boy, this game has NOTHING to do with warriors or rats. Nope, nah, nada, niet, nul and lots of other negative terms, remove the word 'rat' and any other rodent-related term from your consciousness, because *Galactic Warrior Rats* has only one thing to do with rats, and that's nothing.

Okay, I'll admit you do see some particularly well drawn galactic rats in the opening screen, but things start to go horribly wrong when you get onto the equipment section, where the rat's sitting inside some kind of high-tech bathysphere. Using your credits you stick on guns, coolant and add drone robots, and then it's onto the game where you discover what I've been saying all along – there're no rats.

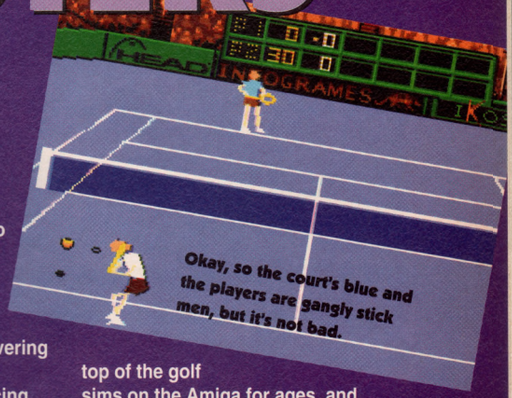
Replacing the interstellar vermin is what looks like a metallic eyeball →

Oh no, not another mediocre football game. Aaargh!

73

SPORTS MASTERS

Publisher: Empire Software
Price: £29.99
Release: Out now



Okay, so the court's blue and the players are gangly stick men, but it's not bad.

There are plenty of sports games on the Amiga, but they tend to vary enormously between between the classic and the abysmally dire. Happily, here is a compilation including some real corkers, covering four major sports sims.

Indianapolis 500 is a 3D racing simulation which at one time was the best available on the Amiga, but is starting to show its age a bit now. Competition from the likes of *Formula One Grand Prix* and *Nigel Mansell's World Championship* makes it no longer the first choice racing game, but it still has a lot going for it. The control system works very intuitively, more so than the fire to accelerate one sued by *Mansell's*. Despite the neat control method, the game's a bit difficult to get the hang of it at first,

Indy racing seems to be Formula One without any of the restrictions. Hurrah.

but it does play very well and should keep you satisfied for ages.

Advantage Tennis is a seriously smart 3D tennis game. Control is by joystick or keyboard, but if you don't move your man then the computer will take care of him for you, although he'll produce a non-effective shot. The animation is supremely gorgeous, smooth and enticing to watch, and although I actually prefer playing *Pro Tennis Tour* this is a game that will give tennis fans plenty to enjoy.

PGA Tour Golf has been at the top of the golf sims on the Amiga for ages, and only now are others catching up, with *Nick Faldo's Golf* (reviewed in AP22) improving on it slightly. Nevertheless it's still a very elegant game that will last you a long time, and anyone who's interested in golf can't afford to miss out on it. It's one of those games that hasn't suffered with age, and there's no reason why it should either.

European Championship 1992 is an arcade type football game. It's not Sensible Soccer, let's face it, but it's not a terribly bad game either, and coming along with the others in this package it doesn't disappoint too much. The gameplay is similar to Sensible but nowhere near as smooth, but then that's the best soccer game in the world so it's no surprise. Certainly worth loading up after you've checked out the others in the box.

So there you have it, three excellent games and one not so good filler. Whatever way you look at it it's a bargain, and if you have none of these in your collection it's a must buy.

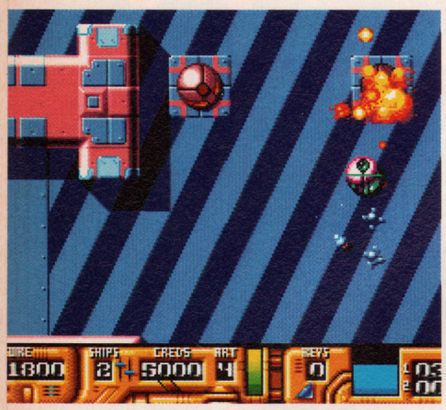
● *TIM TUCKER*

THE BOTTOM LINE

A great collection of sports games, three of which are contenders for the best of their genre. There's loads of lastability here, and plenty of variation too. If you're into sports sims you can't go wrong.

82 PERCENT

zooming around a multi-directional scrolling maze. Flying robotic meanies fire at you, you fire back, and much merriment is had by all. The purpose of all this



Stripes, blobs, bombs and stuff. The rat's hiding in the purple ball.

blasting is to collect computer access cards so you can log into a terminal, find out where a reactor shield has been deactivated, and then spin over to the location and trash the reactor. You do this because, er, because it tells you to. Look, I just play the games, how am I supposed to know everything, I think it's something to do with the planet exploding. All right?

Along the way, you're hampered by hosts of robots and locked doors and aided by keys, lifts to other levels, and Joe's Automatic Weapon Store, which allows you to buy bigger and meaner guns. You don't have three lives, but three different rats (perhaps in an attempt to avoid being done by the trades description act) and you power them up separately before heading back to the totally rodent-free game.

Technically, it's smooth, aesthetically the graphics are lovely, and there're some strange clanks and pings interspersed with all the usual explosions and gun noises. None of this is ground breaking stuff, but it's a thoroughly playable and enjoyable game for a tenner, so you can't complain. Pity about the rats though.

● *MARK WINSTANLEY*

THE BOTTOM LINE
I've no doubt that it's all been done before, but without such a daft and misleading name. It's a lot better than your average budget game, and besides, what do you expect for ten squid? Virtual reality?

64 PERCENT

AMERICAN TAG-TEAM WRESTLING

Publisher: Zeppelin
Price: £7.99
Release: Out now

Mr Green does the Cha-Cha, while Mr Purple tries to look seductive.

Is your idea of fun to waggle a joystick until your wrist is completely knackered in the hope that you might get the odd blow in to your opponent? Then this is just the game for you. Why is it that wrestling games are not cutting it on the Amiga? They seem to be immensely popular nonetheless, but I'm afraid this game does nothing to improve the situation.

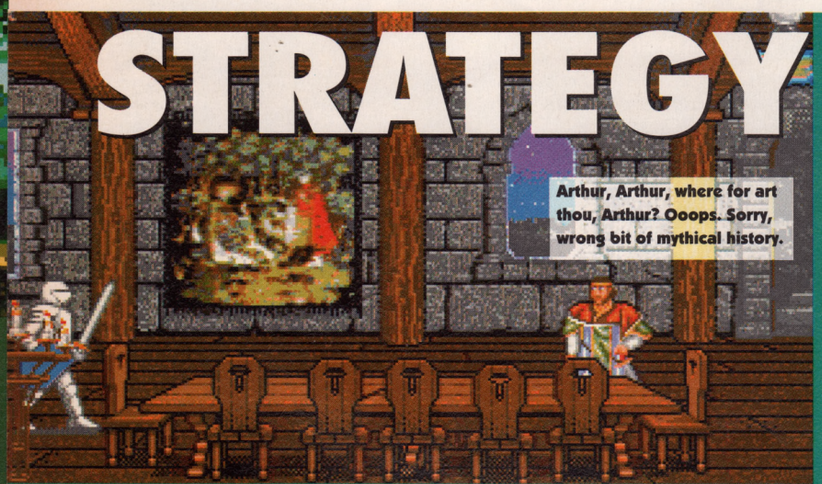
It's a tag team contest, which means that when one of your team is getting the crap kicked out of him he can tag his team mate to take over for him. The control system is ridiculous, although there are a couple of moves which do work quite well - the rope to rope flying drop kick is a sure fire success if you've got the space to do it. Otherwise most of your time is spent grappling with your opponent in the middle of the ring. No fun, I'm afraid. Forget it.

● *TIM TUCKER*

THE BOTTOM LINE
A poor man's *WWF Rampage*, and we gave that 18 percent. The only good thing you can say is that (while *WWF* IS marginally better) you'd only be wasting eight quid if you bought this one.

23 PERCENT

STRATEGY MASTERS



Arthur, Arthur, where for art thou, Arthur? Ooops. Sorry, wrong bit of mythical history.

Publisher: Ubi Soft
Price: £35.99
Release: Out now

Strategy games don't have to be dull and boring. You wouldn't believe it to look at some of the drivel that's been produced over the years, but thankfully this compilation manages to pluck out five games which show, albeit to a limited extent, the better looking side of brain-bending gaming. Without further ado, let's see what these self-styled masters of strategy have to offer.

Hunter is something of an under-rated and oft-forgotten classic. It puts you in a 3D polygon world with a series of missions which you have to complete in order to recapture an archipelago (group of islands to you and me). There are plenty of weapons and vehicles to collect and control, and it's not long before you're engrossed in the subtle blend of action and strategy. A bit of a gem if ever there was one.

There's a large body of opinion that rates *Populous* as a classic game – a landmark in the development of god games. But for me, it's a tedious affair, with too much clicking and not enough excitement – the gameplay soon gets very repetitive. If you've never played it, you should, but don't be surprised if you soon get bored, that's all. Good, but (in my most utterly humblest opinion) not as great as many would lead you to believe.

So you wanna be a god? Here's your chance in *Populous*, and old-but-gold god game that is something of a landmark.

Chessplayer 2150 is a competent, but not particularly sophisticated, chess game (no shocks there I suppose) from Oxford Softworks. It's a decent enough rendition of the mother-of-all-strategy-games (it dates from along time ago, before many of us were even born), but it has been out-dated by the likes of Oxford Softworks' own *Chess Champion 2175*. OK, but nothing special.

On to *Battle Masters*, which is a pleasing blend of strategy and RPG. It does its best to combine the genres in an addictive concoction, but unfortunately, you're left thinking whether the game would have been better off plumping for one game style or the other, rather than a mixture of the two.

Spirit of Excalibur is a pile of tosh that should have been left where it started in Arthurian Britain, and impaled on a lance of colossal proportions. It's a laborious mixture of strategy and adventuring that takes the worst of both worlds, and in a form of negative synergy, creates a real bleb of a game.

The only game in this compilation to feature in AP 20's Definition of Sound God Games is *Populous*, and even that's been out-dated by *Populous II*. So the games appearing here are not so much masters of strategy as veteran crones. They are the fore-runners of some excellent strategy games, but they are all too old and too tired. If you hanker for some brain-testing strategy, you'd be far better off going for a more recent game such as *Mega lo Mania* or *Civilization*.

But if you're new to the world of Amiga games, and haven't experienced the delights of *Hunter* or *Populous*, then it's worth considering this as a cheap way to expand your collection. *Chessplayer 2150* plays a mean game of, er, chess, but *Spirit of Excalibur* is best forgotten.

● *RICHARD LONGHURST*

Explore a vast 3D world and blow up lots of things in *Hunter*. It's like *Midwinter*, only with something to do.

THE BOTTOM LINE
Two classics, a couple of so-so games and one dud. Not the most thrilling combination around, but there's plenty of fun to be had. Only worth considering if you haven't already got *Populous* or *Hunter*.

61 PERCENT

LOWEST PRICES BCS SPRING OFFERS

AMIGA NAKSHA MOUSE £22.50

★ OFFER 1 ★
Philips CM8833 Mk II + on-site warranty + Lotus Turbo Game + lead
Only £225.99

★ OFFER 2 ★
New A600 FDD Superbase Personal Mouse etc. On site warranty, 10 3½ DS/DD Disks, Disk Box, Mouse Mat, Tailored Dust Cover, Microswitch Joystick.
Only £293.99

★ OFFER 3 ★
A600 The Wild, The Wierd, The Wicked Pack + Superbase Personal **£299**
A600 20MB HD Epic Pack + Superbase Personal **£379**

★ OFFER 4 ★
NEW AMIGA 1200
68020 Processor, 14.19 MHz, 2MB Chip RAM. 16 Million Colours.
AA Chip Set **£364.99**

DISKS! DISKS! DISKS!
100% certified error free
PLUS FREE COLOUR CODED LABELS

50	3.5" DS/DD	£23.99
100	3.5" DS/DD	£41.99
150	3.5" DS/DD	£58.99
200	3.5" DS/DD	£76.99
300	3.5" DS/DD	£114.99
400	3.5" DS/DD	£152.99
500	3.5" DS/DD	£183.99
1000	3.5" DS/DD	CALL FOR LATEST PRICE

All prices include VAT/free labels
REMEMBER, THESE PRICES INCLUDE FREE DELIVERY
PLEASE PHONE FOR LATEST PRICES DUE TO POSSIBLE INTRODUCTION OF EC TARIFFS ON DISKS

DISKS + 100 CAP LOCKABLE BOXES
100% CERTIFIED ERROR FREE
PLUS FREE COLOUR CODED LABELS

50	3.5" DS/DD + 100 cap box	£26.99
100	3.5" DS/DD + 100 cap box	£44.99
150	3.5" DS/DD + 100 cap box	£61.99
200	3.5" DS/DD + 2 x 100 cap boxes	£82.99
300	3.5" DS/DD + 3 x 100 cap boxes	£123.99
400	3.5" DS/DD + 4 x 100 cap boxes	£164.99
500	3.5" DS/DD + 5 x 100 cap boxes	£195.99
1000	3.5" DS/DD + 10 x 100 cap boxes	£call

All prices include VAT/free labels
REMEMBER, THESE PRICES INCLUDE FREE DELIVERY
PLEASE PHONE FOR LATEST PRICES DUE TO POSSIBLE INTRODUCTION OF EC TARIFFS ON DISKS

DISKS + 80 CAP BANX BOXES
100% CERTIFIED ERROR FREE
FREE COLOUR CODED LABELS

50	3.5" DS/DD + 80 Cap Banx Box	£33.99
100	3.5" DS/DD + 80 Cap Banx Box	£49.99
150	3.5" DS/DD + 2 x 80 Cap Banx Boxes	£77.99
200	3.5" DS/DD + 2 x 80 Cap Banx Boxes	£95.99
300	3.5" DS/DD + 4 x 80 Cap Banx Boxes	£152.99
400	3.5" DS/DD + 5 x 80 Cap Banx Boxes	£197.99
500	3.5" DS/DD + 6 x 80 Cap Banx Boxes	£237.99

All prices include VAT/free labels & free delivery
PLEASE PHONE FOR LATEST PRICES DUE TO POSSIBLE INTRODUCTION OF EC TARIFFS ON DISKS

5.25" DS/DD Disks	21p each
5.25" DS/HD Disks	39p each

3.5" DS/DD Disks
60p each
100 3.5" DS/HD ..£61.00 INC. P&P

150 Cap 3.5" Posso Box	£15.50
70 Cap 5.25" Posso	£16.50
60 Cap 3.5" Stackable Box	£10.00

3.5"	10 Cap boxes	£0.85 each
3.5"	40 Cap boxes	£4.10 each
3.5"	100 Cap boxes	£4.50 each
5.25"	10 Cap box	£1.10 each
5.25"	50 Cap boxes	£5.10 each
5.25"	100 Cap boxes	£5.90 each

GVP SERIES II HARD DRIVES & ACCELERATORS FOR A500

GVP 42MB HD8 II	£289.99
GVP 80MB HD8 II	£359.99
GVP 120MB HD8 II	£459.99
GVP 240MB HD8 II	£549.99
GVP A530 COMBO 40 MHz + 42MB	£639.99
GVP A530 COMBO 40 MHz + 80MB	£729.99
GVP A530 COMBO 40 MHz + 120MB	£819.99
GVP A530 COMBO 40 MHz + 240MB	£909.99

CALL NOW FOR PRICES ON RAM UPGRADES FOR GVP DRIVES

ACCESSORIES/JOYSTICKS

1000 COLOURED LABELS	£8
1000 TRACTOR LABELS (WHITE)	£10
MOUSE MAT	£2.75
MOUSE HOLDER	£2.50
14" MONITOR STAND	£10
PRINTER STAND	£6
3.5" CLEANING KIT	£2.75
PRINTER RIBBONS	£CALL
PARALLEL LEAD	£8
ZIPSTICK	£11.50
QS PYTHON IIIM	£9.50
CHEETAH 125+	£8

STAR/CITIZEN PRINTERS

CITIZEN 120D 9PIN MONO	£124
CITIZEN SWIFT 9PIN COLOUR	£179
CITIZEN 200 MONO	£209
CITIZEN 240 MONO	£245
CITIZEN 240 COLOUR	£268
STAR LC-200 COLOUR	£199
STAR LC-24 200 COLOUR	£259
SEKOSHA SL-90 MONO 24 PIN	£185

ALL PRINTERS COME WITH LEAD & DUST COVER
CITIZEN PRINTERS HAVE 2 YEAR WARRANTY

DUST COVERS

A500	£3.50
A600	£3.50
STAR LC200	£3.50
STAR LC-24 200	£3.50
CITIZEN 9	£3.50
CITIZEN 24	£3.50
PHILIPS MKI/II	£3.50
ATARI	£3.50

New Zool Pack Including:
Zool, Striker, Pinball Dream, Transwrite WP
Only £19.99 when purchased with an Amiga

ORDER HOTLINE:
0273 506269 / 0831 279084

All prices include VAT. Add £4 delivery unless stated. Add £10 next day. Cheques will be held for clearance.

Call or send cheques / postal orders to:
BCS Ltd., 349 Ditchling Road, Brighton, East Sussex BN1 6JJ

All offers subject to availability. E&OE. Due to shortages of 3½" DSDD disks, prices may change without notice. Due to currency fluctuation, all prices may change without notice.

Access VISA

0908 379550 DIRECT SOFTWARE

All Prices inc. VAT P&P Free in UK

AMIGA	OUR PRICE
3.D Con Kit II	27.99
A-Train	20.99
A320 Airbus	20.99
AV8B Harrier Assault	20.99
Addams Family	14.99
Alien 3	17.99
Alien Breed '92	8.99
Amos	30.99
Amos Professional	39.99
Amos 3d	14.99
Aquatic Games	15.99
Archer Maciean Pool	17.99
Arsenal FC	14.99
Assassin	14.99
B17 Flying Fortress	20.99
Bills Tomato Game	19.99
Birds of Prey	20.99
Black Crypt	14.99
Board Genius	17.99
Bunny Bricks	14.99
Champ Manager	14.99
Chaos Engine	14.99
Chuck Rock	8.99
Civilization	20.99
Cool Croc Twins	8.99
Combat Air Patrol	19.99
Covert Action	20.99
Crazy Cars 3	14.99
Creatures	14.99
Curse of Enchantia	14.99
Desert Strike	17.99
Doodlebug	12.99
Dream Team	14.99
Dune	17.99
Dungeon Master & Chaos	19.99
Dynablasters	17.99
Easy Amos	27.99
Epic	14.99
Eye Of Beholder 2	20.99
Falcon 3	22.99
Fantastic Worlds	21.99
Fatal Strokes	17.99
Fire Force	13.99
Fire & Ice	14.99
Flight of Intruder	7.99
Football Director 2	14.99
Football Manager 3	12.99
Football Crazy	12.99
Formula One GP	20.99
Frontier (Elite 2)	20.99
Fuzzball	5.99
Gadget Twins	14.99
Goblins	14.99
Gunship 2000	20.99
Guy Spy	16.99
Harpoon	20.99
Heimdall	10.99
Home Alone	14.99
Humans	16.99
Indy Jones Atlantis:-	
Action Game	17.99
Adventure	17.99
Int. Rugby Challenge	15.99
Jaguar XJ220	9.99
Jimmy Whites Snooker	14.99
John Madden Football	14.99
KGB	21.99
Kick Off 3	14.99
Legend of Kyrandia	19.99
Legends of Valour	20.99
Lemmings	14.99
Lethal Weapon	14.99
Lionheart	17.99
Lotus Challenge 3	12.99
Lure of Temptress	17.99
Megatraveller 1	8.99
Megatraveller 2	17.99
Mini Office	37.99
Myth	14.99
Nigel Mansell W. Champ	14.99
No Second Prize	17.99
PGA Tour Golf +	17.99
Parasol Stars	14.99
Pathway to Power	17.99
Pinball Dreams	14.99
Piracy	17.99
Premiere	14.99
Push Over	14.99
Ragnarok	17.99
Railroad Tycoon	20.99
Rampart	14.99
Road Rash	17.99
Secret of Monkey Isle 2	22.99
Sensible Soccer	14.99
Sensible Soccer 2	14.99
Shadow of Beast III	19.99
Silly Putty	14.99
Streetfighter II	17.99
Super Fighters	14.99
Team Yankee	8.99
The Manager	17.99
Uridium 2	15.99
WWF 2	14.99
Wing Commander	20.99
Wizkid	14.99
Zool	12.99

LEMMINGS 2.....£19.99

NAME .....
ADDRESS .....
.....
.....
.....
POSTCODE .....
TELEPHONE .....

ITEM..... ☐
ITEM..... ☐
ITEM..... ☐
ITEM..... ☐
ALL PRICES INC VAT
TOTAL..... £ ☐
CREDIT CARD NO:

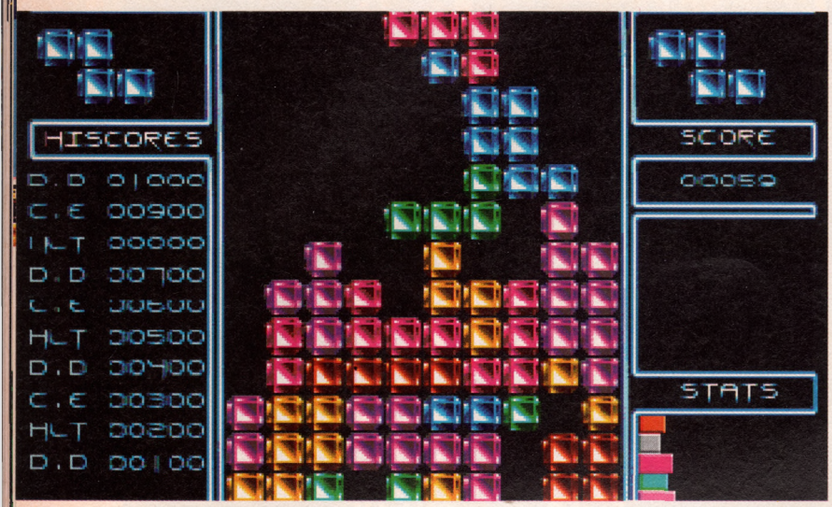
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

CARD EXPIRY NUMBER:
.....
SIGNATURE: .....
TEL: 0908 379550

MAKE CHEQUES PAYABLE TO:
DIRECT SOFTWARE LTD,
UNIT 3, CROSS KEYS
SHOPPING MALL,
ST NEOTS,
CAMBRIDGESHIRE
PE19 2AU (AP3)

PD

Dave Golder, top computer journo and renowned cheapskate, returns to check out all that's free in the world of Amiga games. Apparently, it *is* possible to get something for nothing and here, for your edification and entertainment, is a small selection.



MEGATRIS

Fortiss PD
A600/A1200 only

Yep, it's another *Tetris* clone. The prefix is a bit hyperbolic — Not-At-All-Bad-Tris might have been a bit nearer the truth, because, while there's nothing radically new about the gameplay, it looks great.

The graphics are sleek and stylish and the blocks make a pleasingly metallic clang when they touch. There is an interesting, if pretty irrelevant, statistics table that tells you how many blocks of each type you've used. All the while pounding music blares from your speakers – methinks we have a demo coder with musical aspirations here.

There is one oddity about the game, though. It doesn't get progressively faster, but just has sudden spurts when things get all frenetic for a few seconds. Whether there's any logic to these bursts I couldn't figure out, and the lack of doc files was no help.

But it does give the game an interesting edge, 'cos you might think you're doing well, then suddenly things speed up, you can't fit the pieces in the right places, and the whole screen looks a complete mess that you have to sort out when the game slows down again.

VERDICT: If you haven't got *Tetris* already this excellent-looking rip-off (or homage as they say in the film business) is well worth nabbing.
RATING: ★★★

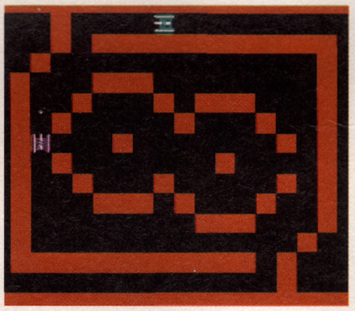
ONE ON ONE

Fortiss PD

Not 600/1200 compatible

A bit of a minimalist game, this one. A two-player duel between a couple of tanks in which the arenas are mazes comprising blocks of one colour against a different-coloured background.

You whiz about the mazes – it's pretty nifty as these sort of games go – firing at your opponent and trying to avoid getting hit back. You know the score.



It's a-maze-ing! *(The Job Centre's round the corner near the freezer shop. – Ed)*

Unfortunately the game doesn't, and at the end of each bout it tells you, erm, nothing at all.

The mazes seem to randomly generated, which keeps things relatively fresh, and it runs smoothly. But the almost puritanical lack of any frills makes it a pretty dull experience.

VERDICT: Okay, so we're always saying that the gameplay is the most important thing, but some kind of effort in the presentation does help make things a bit more bearable.
RATING: ★★

FLAG CATCHER

Telescan Shareware

The aim of the game here is to find the flag on each level. It's hidden under one of 63 tiles and you've got 25 attempts to lift up the right one. The fewer goes you take the more points you get.

To help there are clues under certain tiles, such as arrows and numbers saying how many tiles you are away from the flag. There are also bonuses which give you extra points or replace used moves.

Unfortunately, bombs lurk under some of the tiles as well. Find one of these and all the tiles you've turned over and replaced, and you have to try to remember what was where. On the early levels there are more helpful things under the tiles than bombs but this situation reverses as you progress.

(Unfortunately, the person responsible for writing captions has been fired. – Ed)

Not that it makes things much more difficult. I romped through this first time.

VERDICT: Nice idea. One problem. It's too darned easy.
RATING: ★★

Contacts: Telescan Computer Services, Handsworth Road, Blackpool.
Tel Blackpool 22296
Fortiss PD, PO Box 2, Earl Shilton, Leicester LE9 8LU

Q-BIC Telescan

Taking classic early '80s games that only ever saw the light of day on 8-bits as far home computers were concerned ('cos the 16-bits hadn't even been thought of then) and giving them a new lease of life is a favourite hobby of Amiga PD coders. Sometimes the results just make you thankful that computer games have moved on so quickly (do we really want to be reminded of *Ramparts*?) but at others times they remind you that great games are based on ideas, not flashy graphics.

Q-Bic, a straight update of *Q-Bert*, is a brilliant example. The gameplay is completely faithful to the original. There's a pyramid suspended in space that has a number of coloured tiles. You control a Zebedee-like alien who bounces around the pyramid. As he touches each tile it changes colour, your goal being to change the whole lot.

Things are made more difficult by lethal blobby wotsits that also leap about the platforms. The first few wotsits are pretty thick, but if you take your time on a level larger blobs appear that mutate into nasties that follow you around. Life is made tougher on later levels by tiles you need to leap on twice.

The only enhancements that have been made are aesthetic. The graphics are a lot bolder, the characters cuter and there's some great use of sound effects. If you know the game already refresh your memory and wallow in nostalgia. If it's new to you, get it and discover one of the best cutesy puzzley type things around.

VERDICT: Nil points for originality, loads of points for style and presentation. Simple? Sure, but then the best ideas always are.
RATING: ★★★★

Express Public Domain

AMIGA PUBLIC DOMAIN AND SHAREWARE SOFTWARE

1. Hard Drives Utilities (2) (P)
2. Catalogue Workshop (2) (P)
3. Database V2 (P)
4. Opticom V2.2 (P)
5. Rippers Disk (P)
6. Sid V2 (P)
7. Messysid V2 (P)
8. Plus Utilities 1-4 (4) WB2+
9. Astronomy Pack 1 (4) (P)
10. Assassins Handy Utils 3 (P)
11. Term V2.4 (WB2+)
12. Virus Checker V6.19 (P)
13. Super Duper V2.02 (P)
14. Sysinfo V3.01 (P) New Update
15. Dirwork V1.62 (P)
16. Assassins Megaboot (P)
17. C Manuals V3 (12) (P)
18. North C V1.3 (2) (P)
19. Protracker V2.2a (P)
20. A64 Emulator V2 (2) (P)
21. Perm Check Plus (P)
22. Free Copy V1.8 (P)
23. Nib Copier V2 (NP)
24. Action Replay V1.5 (P)
25. Spectrum Emulator + Games (P)
26. Super Lock (P)
27. Print Master V2 (2) (P)
28. Cursor Basic Compiler (P)
29. Amateur Radio 1-25 (25) (P)
30. Action Replay User Guide (P)
31. Filesfax (P)
32. Race Rater (P)
33. Qed V1 (Latest Version) (P)
34. Amigafax DTP (English) (P)
35. Education Pack 1 (5) (P)
36. ST-01-ST-100 (100) (P)
37. DCopy V3 (NP)
38. Warriors Cruncher Disk (P)
39. Icon Mania (2) (P)
40. PC Task V1.11 (New Update)
41. 600 Business Letters (P)
42. Soundtracker Songs (P)
43. Sound Workshop (P)
44. Font Workshop (P)
45. Graphic Workshop (P)
46. Alock (P) (Password)
47. Keylock (P)
48. Superkiller (Latest)
49. Disk Talk! (P)
50. Madonna Erotic Book! (18) (3) (P)
51. Grapevine Issue 12 (3) (P)
52. Odyssey (5) (P) (1 Meg)
53. Anarchy Legalise It 2 (P) (2)
55. Silent Xpose Demo (2) (P)
56. Kefrens Megamix 2 (P)
57. Agatron Animation 1-38 (38) (P)
58. Twintris (P)
59. Smash TV Rip-OFF (NP)
60. Defender!
61. Golden Oldies (2) (P)
63. Card Games (2) (P)
64. Pipeline 2 (P) New!
65. Super Pacman 92 (P) 1 Meg
66. Crossmaze (P) New!
67. Donkey Kong (Game!!) (P)
68. Assassins Games 1-35 (35) (P)
69. Express Catalogue Disk (2) (P)

All P.D. is 99p per disk. Buy 22+ get 2 disks free and receive free Catalogue Disk (2). Includes 3 Games, 2 Virus Killers, Charly Music Demo and complete listing of Graphics, Music, Demos, Business, Utilities, DIY, T-Bag (1-63), Fred-Fish (1-730).

Please add 60p to order from U.K., Europe £1.00, rest of world £2.50 for P&P

All our disks:
- ☐ Guaranteed error free!
- ☐ Complete with own labels!
- ☐ Virus free!!
- ☐ 24 hours despatch!!

EXPRESS P.D., 47 ABERDALE ROAD, WEST KNIGHTON, LEICESTER LE2 6GD. Tel enq. welcome after 6.30pm Tel (0533) 887061

A500 & A600 COMPATIBLE

PD & LICENSED SOFTWARE

A1200 COMPATIBLE

Don't let our small advert deceive you! We have a large selection of software (both PD & commercial) & hardware at competitive prices **(e.g. Magnetic Scrolls £9.99** - new titles arriving all the time). Just send a stamp for our printed catalogue or 85p for the disk version.

OUR TOP 10 PD DISKS
99p per disk or ONLY £9 for all 10

PG103 - Super Pacman '92 (the best version of this classic)
PG132 - War (arcade/strategy)
PG115 - Peter's Quest (platform fun)
PG106 - SL Manager (Football management)
PG134 - PFPD Games (Croak, Maze, Nebula, Mr. Wobbly & Qbic)
PG41 - Wizzy's Quest (A great platform game)
PU91 - The Money Program (organise your finances)
PU55 - D-Copy (disk copier - latest version)
PG129 - Amos Cricket (great fun)
PG 81 - Escape (an exciting & addictive game)

ALL OUR PRICES INCLUDE POST & PACKING

BEGINNERS PD PACK:-

Amibase (database), Textplus (wordprocessor), SID2 (file management made easy), D-Copy (disk copier), The Money Program (home accounts)

5 disks to get you started ONLY £4.75

DEJA VU LICENSED SOFTWARE £3.99 per disk

L/077 - Powerbase - Powerful database - store up to 10,000 records on a 1 meg machine
L/047 - Dirty Cash - Rated as the best fruit machine simulator on the Amiga
L/045 - Music Box - Learn about the basics of music with this educational program
L/098 - Powertext - A very good word processor with built in spell checker

As **official Deja Vu Distributors** we supply all the available titles. Why not send for a free printed list or just 85p for the disk catalogue with free "Deja Vu Taster"

A1200 owners please note - all the above titles are compatible with your machine

PATHFINDER PD (AP) 41 Marion Street, Bingley, West Yorkshire BD16 4NQ

KINGSFIELD CONSOLES & COMPUTERS

64 Kingsfield Road, Biddulph, Stoke-on-Trent, Staffs ST8 6DR
Tel: 0782 523892
Open: Mon-Sat 10am-7pm, Sun 2pm-7pm

THE OFFICIAL SEGA VIDEO GAMES RENTALS OUTLET

Sega Megadrive with Sonic and 2 pads **£115.99**
Sega Megadrive with Menacer gun and 6 game cartridge **£134.99**
Top Megadrive Games from:..... **£26.99**

Amiga A500+ with Cartoon Classics..... **£239.99**
Amiga A500+ with Cartoon Classics and Zool **£249.99**
Amiga A600+ with Wild, Weird and Wicked pack... **£310.00**
Amiga A600+ with Wild, Weird & Wicked plus Zool pack **£322.40**
Amiga A600 HD with Language pack **£479.99**
Amiga 1200 ..... **£383.99**
Amiga 1200 with Zool **£399.99**

Add £12.00 for next day courier delivery.
Software & Hardware for Amiga and Atari ST and many more at less than R.R.P.
Telephone for details of other low prices.

FOOTBALL TACTICIAN 2

We set the standards We break the records.

Widely accepted as the most accurate football simulation available, **FOOTBALL TACTICIAN 2** has taken the strategy scene by storm.
Record after record is being broken:

* *Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.*
* *First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation or mark players.*
* *Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.*
* *Most accurate teams: 20-player squads updated EVERY WEEK! If your game still lists Des Walker at Forest or Eric Cantona at Leeds, then it isn't Football Tactician!*
* *Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.*
* *Largest ever recording options: 36 matches always recorded IN FULL for instant full-scale replay, plus selected REAL matches that actually took place in real life.*
* *First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.*
* *Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.*
* *Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.*
* *First ever simulation capable of replaying REAL matches (ex: the Leeds- Rangers clash in the European Cup)*
* *First ever Scottish only simulation: FT2 Scotland now available separately.*

FOOTBALL TACTICIAN is the first ever management game that includes strategy as an integral part of a successful campaign. Team selection, needless to say, remains a critical element. But the BIG innovation is your involvement during the match: for the first time ever, you will, as a manager, be able to alter your strategy : choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! You will soon realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try FOOTBALL TACTICIAN and prepare yourself for the ultimate football experience.

New features include:

* *FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, play-offs, local and European Cups.*
* *900 players accurately and meticulously named, plus accurate European players*
* *Unique database-type search facility plus comprehensive data link giving access to additional, accurate, historical information on selected players. This feature may be further enhanced by the user himself.*
* *Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.*
* *Three levels of commentary, from highlights only to ball by ball reporting. Plus mid-week transfer and fitness news.*
* *Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!*

No known football game is more accurate! FT2 is updated weekly: transfers, bids, injuries are recorded as they happen, not a year later. Users ALWAYS receive the very latest version.

And now FT2 SCOTLAND! With the Premier AND First Divisions and of course all the unique characteristics and playability of the original Football Tactician 2.

Please rush 1 copy of
FOOTBALL TACTICIAN 2 *(one meg required)* **£22.95** ☐
FOOTBALL TACTICIAN 2 (Scotland) *(one meg)* **£22.95** ☐
Also available:
FOOTBALL TACTICIAN 1 *(half-meg machines)* **£16.95** ☐
coming soon: ***FT2 Italia Serie A***
I own an AMIGA A500 ☐ A600 ☐ A1200 ☐ ATARI ST/STE ☐

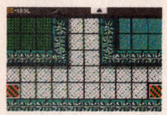
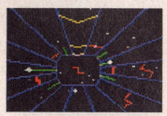
Name
Address

I enclose cheque for ..... My Visa number is ...
Visa or Access orders: same-day dispatch. Overseas please add £1 p&p

TALKING BIRDS 0702 523607
5 Minster Close Rayleigh Essex SS6 8SF

POINTS OF VIEW

If you're looking for points and you're looking for views, then you've certainly come to the right place.

	LEGENDS OF VALOUR	SLEEPWALKER	TRANSARCTICA	RAGNAROK	COMBAT AIR PATROL	 THE VOYAGE BEYOND	PIRACY	 VECTOR STORM	CRYSTAL DIZZY	BARD'S TALE KIT
MARK RAMSHAW	Top stuff ★★★★	Comic-tastic ★★★★	Too trainy for me ★★	Haven't played it	Not too plane ★★★★	Haven't played it	Haven't played it	Mediocre version ★★★	Kill Dizzy! ★★	Hasn't this died yet? ★★
STUART CAMPBELL	Haven't played it	Very sweet ★★★★	Just too slow ★★	Amazingly expensive ★★★	Haven't played it	Same again ★★★★	Haven't played it	A very poor effort ★★	Worst Dizzy game ever ★	Haven't played it
GARY PENN	Get 'em out! ★★★★	Snoggable ★★★★	Smells like my bottom ★★	Cacknarok, more like ★★	CAP? CRAP, more like ★★	Haven't played it	A little treasure ★★★	Rubbish conversion ★★	Crap Game Dizzy, I think ★★	Haven't played it
TIM NORRIS	Fab RPG ★★★★	Fab puzzler ★★★★	Quite dull really ★★	Haven't played it	Fab flyer ★★★★★	Haven't played it	Haven't played it	Fab coin-op ★★★★	Utter tat ★	Haven't played it
MARK WINSTANLEY	Hey, wow! ★★★★	Sleepy fun ★★★★	Impressive graphics ★★★	Challenging ★★★★	Buy it! ★★★★★	Haven't played it	Don't buy it! ★	Timeless but hopeless ★★★	Why bother? ★	Haven't played it
TIM TUCKER	Great RPG ★★★★	Snooze-tastic ★★★★	Haven't played it	Nasty price ★★★★	Haven't played it	Haven't played it	Pieces of hate ★★	Great game, but flawed ★★★	Barely playable ★★	Haven't played it

ON SALE 11TH MARCH

NEXT MONTH

BACK IN A FLASH

In the astounding April issue we'll have full reviews of the long-awaited *Flashback* and the ultra violent *Desert Strike* – possibly the best shoot-'em-up ever to hit the Amiga. Plus! We may just have *Lemmings 2*, *Walker* and *Hired Guns*. Oh yeah and we'll also have some really interesting things to tell you about... *(Snip! – Ed)*

have some really interesting things to tell you about... (Snip! - Ed)

MORE than you can handle?

THE IDEAL ELECTRONIC GAMES SHOW

25-28 MARCH
EARLS COURT 2

You want to see all the best in games hardware and software?

You want to try out all the latest games for computers, consoles and hand-helds?

You want to know what's happening in the games market?

You want to be at the Ideal Electronic Games Show, Earls Court, March 25th - 28th. The most exciting games in Britain's most exciting venue. And if you want to be sure of getting tickets and beating the queues, all you have to do is post the coupon or telephone the credit card hotline on **0733 890155.**

The Ideal Electronic Games Show. What more do you want?

Daily Mail

ideal home plus

EARLS COURT, LONDON
18 MARCH - 12 APRIL 1993
DAILY MAIL IDEAL HOME EXHIBITION

SPONSORED BY
europress INTERACTIVE europress PUBLICATIONS

Name .....

Address .....

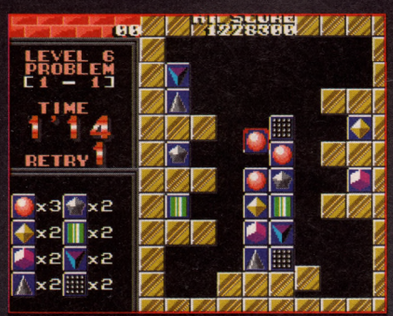
..... Post Code .....

Number of tickets required .....

Ticket prices - £7.00 adults, £4.00 under 16, £4.00 senior citizens.
Please make cheques payable to Angex Limited and crossed "& Co".
Send to: Ideal Electronic Games Show Tickets, 9 Flag Business Exchange, Peterborough PE1 5TX.

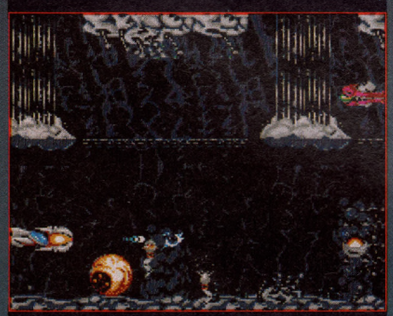
THE AMIGA POWER ARCADE

At last, after a month of patient waiting, here's part two of our complete and utter round-up of Amiga arcade conversions. In this final part, Stuart Campbell takes you from N to Z... well actually, at the risk of being hauled up for infringement of the Trade Descriptions Act, he only goes to W, but that's not actually his fault.

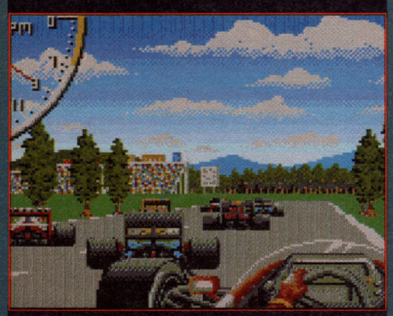


PUZZNIC

RAINBOW ISLANDS



R-TYPE II



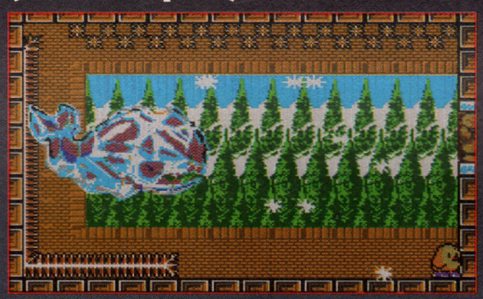
SUPER MONACO GP

NARC
(The Hit Squad)

Really nasty port of a decent coin-op, with deeply unpleasant controls to go with the deeply unpleasant plot.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 3
AMIGA GAME RATING: 2

NEW ZEALAND STORY
(The Hit Squad)



This doesn't look as nice as the NES version (!), but apart from a few missing secret warps it's a near-flawless conversion of one of the most lovable coin-op platformers of all time. Firmly ensconced at No. 69 in both the AMIGA POWER and Readers' All-Time Top 100s.

ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 8

NINJA SPIRIT
(Activision)

Crap platform game with a token bit of katana-wielding thrown in for laughs, except it's not funny.

ORIGINAL COIN-OP RATING: 5
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 3

NINJA WARRIORS
(Virgin)

Bizarre Cinemascope effect (to replicate the look of the two-screen coin-op), some stylish graphics and a ton of wacky special effects hidden away to stretch the lifespan of what's actually a pretty repetitive and limited chop-'em-up. Fun all the same.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 7

OPERATION THUNDERBOLT
(The Hit Squad)

The arcade follow-up to *Operation Wolf*, and the programmers of the Amiga version learned from the mistakes made in converting the earlier title. This is a technically great conversion, but more importantly the flow is interrupted much less often by faffing around with disks and the game's consequently lots more fun to play.

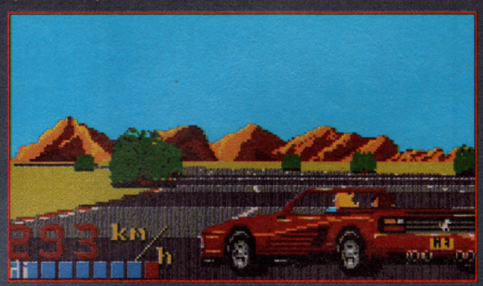
ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 7

OPERATION WOLF
(The Hit Squad)

The daddy of all the duck-shoot mass-murderama arcade games, but unfortunately one that was licensed before anyone worked out how to do conversions of games that needed more than one disk. This looks an absolute treat, but with about three disk swaps after every level and interminable accessing, you'll be fighting a war against screaming tedium before you've got through half the camouflaged bad dudes the game throws at you.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 4

OUT RUN
(Kixx)



This didn't look too bad at the time, but beside the likes of *Crazy Cars 3*, the crude graphics, jerky movement and huge loading pauses between stages make it seem really primitive. It's a halfway reasonable driving game if you make allowances, but why bother when you could just buy *Lotus 1* instead?

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 3
AMIGA GAME RATING: 4

P-47 THUNDERBOLT
(MicroProse)

Unusually stylish horizontal scrolling blaster, excellently ported. In the unlikely event of being able to find it anywhere, you'll probably like this one.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 8

PAC-LAND
(Grandslam)

A very strange game to play, but that's not for want of any conversion accuracy. Cute, original, fun.

A-Z OF GAMES

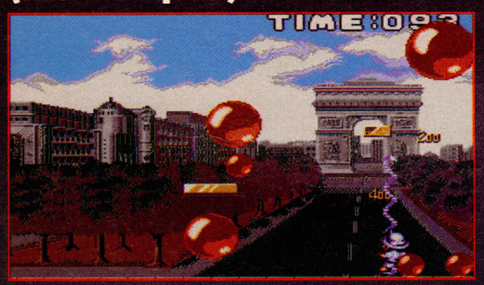
ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 7

PAC-MANIA
(Grandslam)

It's only Pac-Man with jumping, fancy graphics and some different mazes, but you'd be surprised how much fun that turns out to be. Another sterling Pac-conversion.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 8

PANG
(The Hit Squad)



A brilliant arcade game in your home.

ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 10
AMIGA GAME RATING: 9

PIT FIGHTER
(Domark)

A brilliant arcade game in, er, an arcade. Except, um, it's not actually all that good, even then.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 3

POWER DRIFT
(The Hit Squad)

There's a very strong *Power Drift* feel about this conversion, which is odd as technically it's not even slightly close. Don't play it if you're prone to motion sickness, though – the fearsome way the screen leaps around will have you revisiting your lunch in no time.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 6

PLOTTING
(Ocean)

Weird puzzle game, practically flawless port.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 8

PUZZNIC
(The Hit Squad)

In gameplay terms this is an almost-perfect copy of arcade *Puzznic*, but there's one glaring omission – in the coin-op, successful completion of a level was rewarded with the gradual, er, unveiling of several cutesy Japanese babes in a kit-free scenario, but this feature somehow didn't make it to the conversions. Still, a corking puzzler, and a very faithful port.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 7
AMIGA GAME RATING: 8

RACE DRIVIN'
(Domark)

A much better conversion than *Hard Drivin'*, but still a bit slow and impossible to control.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 6

RAINBOW ISLANDS
(The Hit Squad)

Curiously, for some reason, the coin-op version of our current favourite Amiga game of all time isn't really all that entertaining. Whether it's the unsatisfactory joystick control (*Rainbow Islands* is definitely a keyboard game), or the reduced movement space afforded by the bigger graphics, or the off-putting difficulty level, it's just not as much fun as the home version. Along with *Rodland*, this is one of the best illustrations of a game actually being improved on through the conversion process, and you shouldn't be without it.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 7
AMIGA GAME RATING: 10

RAMPAGE
(Activision)

One of not very many Amiga games that more than two players can play at once without buying a special interface, *Rampage* is a brilliantly entertaining giant-dinosaurs-destroy-skyscrapers-'em-up which suffers from the same gets-a-bit-repetitive-and-boring-after-half-an-hour problem as the arcade game.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 6

RENEGADE
(The Hit Squad)

A great arcade beat-'em-up (a rarity in itself, that), eye-wateringly brutal but still with tongue firmly in cheek, brilliantly converted to the Spectrum, then absolutely destroyed by some of the most inept Amiga programming seen in living memory. Sub-8-bit graphics, fearsomely bad control responses and much, much less conspire to make this one of the most dreadful Amiga games ever, full stop.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 2
AMIGA GAME RATING: 1

RETURN OF THE JEDI
(Domark)

The third in the *Star Wars* series isn't quite up to the standards of the other two, having those difficult-to-convert sprite graphics rather than good old simple vectors, but the gameplay is more or less all there. Sadly, without the big cinematic feel of the lovely-looking arcade game to hide behind, the gameplay is revealed as not really being all that good.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 5

ROAD BLASTERS
(Kixx)

The mouse control is a surprisingly workable replacement for the arcade's steering column in this *Out Run*-with-machine-guns driving game. So much so, in fact, that it makes what was a pretty challenging coin-op ridiculously easy on the Amiga, to the point where you won't much want to bother playing it after the first 20 identical levels.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 7
AMIGA GAME RATING: 5

RODLAND
(Storm)

The original arcade game of this ultra-cute platformer was hindered by some ugly bugs and a couple of fundamental design flaws, but to the everlasting credit of the Sales Curve programming crew, almost all of the game's niggles and drawbacks were eliminated by a conversion which didn't so much convert the game as write it the way it should have been written in the first place. Excellent stuff.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 9

ROLLING THUNDER
(US Gold)

Slow-moving, sticky to control, graphically a bit rough, but most of the charm of a strangely endearing arcade game remains intact. I can see you all salivating from here.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 6

R-TYPE
(The Hit Squad)

Plays a little bit fast and loose with exact accuracy in a number of places (especially the third level), but →

captures the feel of the seminal shoot-'em-up superbly. At budget price, no game collection should be without it.

ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 7
AMIGA GAME RATING: 8

R-TYPE II
(Activision)

Embarrass your Super Nintendo-owning chums with a pixel-perfect conversion of a great coin-op blaster which actually manages to run at more or less the same speed all the way through. It's not actually all that fast a speed, but it's so excellent you won't notice.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 9

SCRAMBLE SPIRITS
(Activision)

Mind-numbingly horrible vertically-scrolling shoot-'em-up that's obviously a product of the 'infinite number of monkeys and an assembler' school of programming.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 2

SHADOW DANCER
(US Gold)

Scrolling ninja beat-'em-ups are usually the most horrible of creations, but this one's big and bold and sharp and pretty and it's even got a few neat and innovative touches. You might even say it's 'quite good fun'. Blimey.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 7

SHADOW WARRIORS
(The Hit Squad)

This, however, makes most other scrolling ninja beat-'em-ups look like complete works of genius. Ridiculous movement, wildly (no, really, it's spectacular) inaccurate collision detection, and a heap of disk swapping on top for good measure. Totally hateful.

ORIGINAL COIN-OP RATING: 4
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 2

SHINOBI
(Mastertronic)

This is rougher than a bowl of Kellogg's Nut Clusters that's just been covered in sand and broken glass, but it actually plays a lot like the real thing despite looking like all the graphics were drawn with blunt crayons. Twice as good as it looks, which isn't saying all that much really.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 5
AMIGA GAME RATING: 7

SILKWORM
(Mastertronic)

Very similar to, not as good as, but lots more popular (for some reason) than, *P-47 Thunderbolt*. Nifty two-player mode, though (conceptually, at least), and a pretty top-notch replication of the original.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 8

SKULL AND CROSSBONES
(Domark)

For reasons which escape us, this one appears to have been released halfway through development. The appalling control is a nightmare to overcome, and the game underneath is so pedestrian that there's no point in bothering anyway. The original was crap, but this is a whole new world of dreadfulness.

ORIGINAL COIN-OP RATING: 3
CLOSENESS OF CONVERSION: 5
AMIGA GAME RATING: 2

SPACE GUN
(Ocean)

Very much like *Line Of Fire*, this is another *Operation Wolf* clone with graphics that're just too much for the Amiga to handle. It plays reasonably well, and it's quite good fun with the Trojan Light Phaser, but you'll tire of it in less time than it took you to read this review.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 5

SMASH TV
(Ocean)

There're two distinct camps in AMIGA POWER over this one, but since I'm writing this feature I'm going to say that it's a completely hopeless effort which is a pain to play and doesn't feel anything like the game it purports to be a conversion of. The difficulty level is all over the place, the collision detection is worse, the graphics are shoddy and the control mechanism with one joystick is all but unusable. I love *Smash TV*, but I hate this.

ORIGINAL COIN-OP RATING: 10
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 5

SONIC BOOM
(Activision)

Another average run-of-the-mill vertically-scrolling zzzz – oops, sorry. It's not very interesting, this one.

ORIGINAL COIN-OP RATING: 4
CLOSENESS OF CONVERSION: 5
AMIGA GAME RATING: 5

STARGATE
(Arc)

See *Defender*.

ORIGINAL COIN-OP RATING: 10
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 5

ST DRAGON
(Kixx)

Scaled down *(Ho ho. – Ed)* quite a bit from the original, but still a brilliant shoot-'em-up in its own right, with one of the most challenging difficulty curves in the genre. One of the best horizontally-scrolling shoot-'em-ups around.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 8

STAR WARS
(Domark)

One of the grooviest coin-ops of all time, but the conversion is a little on the crude side, with very slippery controls and some graphic sloppiness. Never gets you ducking up and down in your seat as you fly down the trench, and hence completely fails to recreate the feel that made the arcade game so great.

ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 5

STREET FIGHTER
(Kixx)

The programmers were on a loser from the start in trying to recreate the coin-op's force-sensitive controls, but that's no excuse for not being able to write a decent scroll routine, or for any of the other displays of ineptitude apparent in this completely laughable pile of old cack. As far behind *Street Fighter II* as *Crazy Cars* is behind *Crazy Cars 3*, and that's a very long way indeed.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 2
AMIGA GAME RATING: 1

STRIDER
(US Gold)

Compared to the original's breathtaking loveliness, this looks really tacky, and since the coin-op's good looks were there mostly to cover up the lack of any half-decent gameplay, judging this particular book by its cover is by far the wisest move.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 4

STUN RUNNER
(Domark)

A sharp reminder that there are some things an Amiga just can't be expected to do. Even so, you wouldn't be unreasonable to expect a slightly better effort at converting Tengen's brilliant *Roadblasters*-in-a-big-tunnel arcade game than this travesty. No thrills whatsoever.

ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 2
AMIGA GAME RATING: 1

SUPER HANG-ON
(The Hit Squad)

Brilliant conversion of the original, helped immensely by the fact that you didn't have to fling yourself around energetically while sitting astride a huge and ridiculous plastic motorbike like you did in the arcades. Still one of the Amiga's very best racing games.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 9

SUPER MONACO GP
(US Gold)

Things Amiga *Super Monaco GP* Has In Common With The Arcade *Super Monaco GP*: The name, plus it's got cars in it.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 3
AMIGA GAME RATING: 7

SUPER OFF ROAD RACER
(Respray)

Programmed by top do-the-job-properly converters Graftgold, this is – well, a job done properly. Love it.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 8

SUPER SPACE INVADERS
(Domark)

This coin-op update of the most famous arcade game of all time was an excellent, fast, frantic, pretty and varied blasting epic. The conversion, er, had a nice intro.

ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 1
AMIGA GAME RATING: 2

THE EMPIRE STRIKES BACK
(Domark)

The follow-up to *Star Wars* wasn't quite such a good arcade game, but the quality of the conversion was on a whole different planet of grooviness to its predecessor. It's a bit repetitive, and the kind of thing that works better as the odd 20p zap than a £25 investment, but extremely well done all the same.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 7

THUNDERBLADE
(Kixx)

A glorious, epic coin-op (if not really all that exciting to play), but it looks, frankly, a bit pathetic on the Amiga. The control aims for authentic helicopter-type authenticity, but succeeds only in feeling sluggish and fantastically annoying, and what gameplay there was is lost in a welter of collision-detection bugs and graphical glitches.

ORIGINAL COIN-OP RATING: 8
CLOSENESS OF CONVERSION: 3
AMIGA GAME RATING: 3

THUNDERJAWS
(Domark)

Aiee! A poor arcade follow-up to *Rolling Thunder*, converted to the technical standards of about 1981. Best for all concerned if we just try to pretend it never happened at all, I think.

ORIGINAL COIN-OP RATING: 5
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 2

TIGER ROAD
(US Gold)

Lifeless platform hack-'em-up with very little going for it, certainly not this workmanlike conversion job.

ORIGINAL COIN-OP RATING: 5
CLOSENESS OF CONVERSION: 5
AMIGA GAME RATING: 4

TIME SCANNER
(Activision)

'Pinball doesn't work as a video game', goes the conventional wisdom on the matter. *Time Scanner* proved conventional wisdom totally and utterly wrong with a great game that captured the feel of pinball as well as making use of the possibilities of the medium with multiple tables and the like, but the Amiga conversion completely lost the crucially-important realistic ball movement, and hence became a complete pain in the bum to play. Ah well.

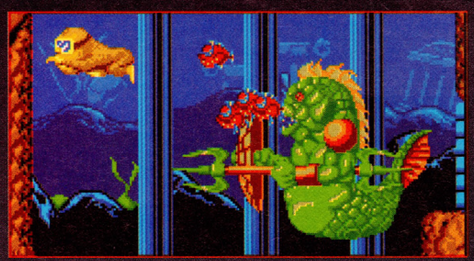
ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 3
AMIGA GAME RATING: 4

TIME SOLDIER
(Electrocoin)

Dull kind of *Ikari Warriors* derivative, sloppily written and fortunately almost totally unavailable, so you shouldn't have to worry about being tempted by it.

ORIGINAL COIN-OP RATING: 5
CLOSENESS OF CONVERSION: 5
AMIGA GAME RATING: 3

TOKI
(Ocean)



The Ocean France team have proved themselves to be absolute stars of the arcade conversion (like, whatever happened to *Snow Bros* anyway?), and they didn't do their reputation any harm with this superb Amiga reproduction of a cute but insubstantial coin-op platformer. Monkeys in American football helmets? We got 'em.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 10
AMIGA GAME RATING: 8

TOOBIN'
(Respray)

Dodgy, upside-down controls and unrewarding gameplay conspire to wreck a pretty and potentially neat ride-a-tyre-down-a-raging-river sort of affair. Original, but crap.

ORIGINAL COIN-OP RATING: 5
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 4

TURBO OUT RUN
(US Gold)

A much better job than the first *Out Run* conversion (although still not that close), but the interminable stop-dead loading gaps between the levels really spoil the flow of the game. Flawed but bearable.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 6
AMIGA GAME RATING: 5

UN SQUADRON
(US Gold)

Extremely console-esque both in looks and presentation, this corking shoot-'em-up simplifies the coin-op original just a tiny little bit, but not to any noticeably adverse effect. A great conversion and a great game.

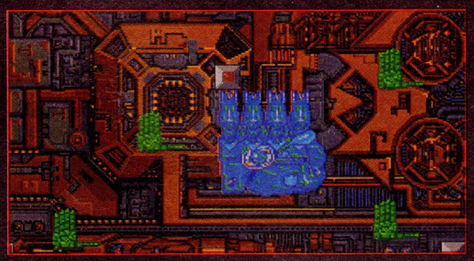
ORIGINAL COIN-OP RATING: 9
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 9

VIGILANTE
(Kixx)

Really horrible clone of *Kung Fu Master* (the original arcade progressive beat-'em-up), made even worse by being dramatically slowed down for its Amiga incarnation. Dismal.

ORIGINAL COIN-OP RATING: 4
CLOSENESS OF CONVERSION: 4
AMIGA GAME RATING: 2

VOLFIED
(Empire)



A souped-up version of the brilliantly weird and original coin-op *Qix*, *Volfied* adds power-ups and aliens and all sorts of bits and bobs, but only really succeeds in detracting from the classically simple and addictive Etch-A-Sketch gameplay. Still, the conversion replicates the coin-op perfectly, so if you can't find a *Qix* machine anywhere (and let's face it, you won't), this is a pretty damn good alternative.

ORIGINAL COIN-OP RATING: 7
CLOSENESS OF CONVERSION: 9
AMIGA GAME RATING: 7

WORLD CHAMPIONSHIP SOCCER
(Elite)

Sluggish, unrewarding overhead-view footy game that's just been voted one of the 10 worst games ever by a Sega Mega Drive magazine. The Amiga version is almost indistinguishable from the Mega Drive one, so draw your own conclusions.

ORIGINAL COIN-OP RATING: 6
CLOSENESS OF CONVERSION: 8
AMIGA GAME RATING: 5

15 ESSENTIAL COIN-OP CONVERSIONS

Asteroids
Pang
Toki
The Empire Strikes Back
R-Type II
Bubble Bobble
Crack Down
Gauntlet II
Rodland
Mr Do Run Run
UN Squadron
Commando
Final Fight
EFTPOTRM
Flying Shark

THE 15 LEAST ACCURATE CONVERSIONS EVER

Street Fighter
Cisco Heat
STUN Runner
Star Wars
1943
Big Run
Super Space Invaders
Smash TV
Bionic Commandos
Defender
E-SWAT
Out Run
Renegade
Line Of Fire
Time Scanner

AMEAGRE PRICES FOR AMIGA USERS

3½"

Double Sided Double Density

QUANTITY	PRICE
10	£5.30
20	£10.35
25	£12.65
30	£14.75
35	£16.90
40	£18.95
45	£21.10
50	£22.95
80	£36.35
100	£41.70
120	£49.40
150	£60.95
200	£78.75
250	£97.30
300	£116.30
400	£154.50
500	£184.65
1000	£364.30
2000	£728.50

WITH LABELS & WARRANTY

BOXES

(with keys and dividers)

10 Slimpack	0.94
40 capacity	£4.95
50 capacity	£5.60
80 capacity	£6.30
80 Stackable Banx	£14.95
100 capacity	£6.80
120 capacity	£8.75
150 capacity	£10.95
150 Stackable Banx	£21.95

JOYSTICKS

Python 1 (QS130F)	£9.25
Maverick 1 (QS128F)	£13.75
125+	£9.00
The Bug	£13.50
Star Probe	£13.50
Competition Pro 5000 - black	£13.75
Speedking A/F	£11.00
Navigator A/F	£13.75
Topstar (SV127)	£21.50
Supercharger (SV123)	£9.00
Sting-Ray A/F	£12.50
Megastar A/F (SV133)	£22.00

071- 608 - 0624

All prices include UK postage and VAT and are effective until 11th March 1993
Overseas orders - Postage charged at cost.
New titles will be sent as they are released and are subject to manufacturers price reviews.

Showroom open
10am - 8pm Weekdays
10am - 4pm Saturdays
Credit card orders
(10am-10pm 7 days - not an answer phone)
All orders taken subject to our standard terms & conditions
E & OE

10 Great Games	£20.95
3D Construction Kit 2	£33.95
3D Pool	£7.95
4 Wheel Drive (Comp)	£20.95
4D Sports Boxing	£17.95
A10 Tank Killer (1Mb)	£23.95
Action Masters (Comp)	£20.95
Action Pack (Comp)	£19.95
Addams Family	£17.95
ADI English (11-12)	£17.95
ADI English (12-13)	£17.95
ADI French (13-14)	£17.95
ADI French (14-15)	£17.95
ADI Maths (11-12)	£17.95
ADI Maths (12-13)	£17.95
Advanced Destroyer Sim	£7.95
Advanced Fruit Machine	£5.95
Advantage Tennis	£17.95
Adventurers	£17.95
After Burner	£6.96
Agony	£17.95
Air Bucks (1Mb)	£20.95
Air Combat Aces (N+)	£20.95
Air Sea Supremacy (Comp)	£20.95
Air Support	£20.95
Air-Land-Sea (Comp) (688 AS N+)	£23.95
Alcatraz	£17.95
Alien 3	£20.95
Alien Breed - Special Edition '92 (1Mb)	£8.95
Altered Beast	£6.96
Alvins Puzzles	£13.95
Amberstar (1Mb, N600)	£20.95
Amos 3D	£23.95
Amos Compiler	£20.95
Amos Professional (1Mb)	£46.95
Amos The Creator	£33.95
Anarchy	£7.95
Another World	£17.95
Answer Back Junior Quiz (6-11)	£15.99
Answer Back Senior Quiz (12-AD)	£15.99
Answer Back-Spelling (6-11)	£8.95
Apidya	£17.95
Aquatic Games	£17.95
Aquaventura	£17.95
Arabian Nights	£17.95
Archer Macleans Pool	£17.95
Arkanoid II - Revenge of Doh	£6.96
Armour Geddon 2	£20.95
Arsenal - The Computer Game	£17.95
Ashes Of Empire (1Mb)	£27.95
Assassin (1Mb)	£17.95
Award Winners (Comp)	£17.95
Bane Of The Cosmic Forge (1Mb)	£25.99
Barbarian I	£6.96
Barbarian II (Budget)	£6.96
Barbarian II (Psygnosis)	£17.95
Bards Tale 3	£8.95
Bards Tale Construction Kit (1Mb)	£20.95
Bards Tale Trilogy	£23.95
Bat 2	£23.95
Batman - Caped Crusader	£6.96
Batman - The Movie	£6.96
Battle Chess	£8.95
Battle Chess II (N+)	£17.95
Battle Isle	£20.95
Battle Isle - Scenario Disk Vol 1	£13.95
Battle Of Britain	£20.95
Battle Toads	£17.95
Battlehawks 1942	£12.95
BC Kid	£17.95
Beach Volley	£6.96
Beastbusters	£17.95
Better Maths (12-16)	£19.95
Better Spelling (8-Adult)	£19.95
Big Run	£17.95
Bills Tomato Game	£20.95
Birds Of Prey (1Mb)	£23.95
Bitmap Brothers - Volume 1	£17.95
Bitmap Brothers - Volume 2	£17.95
Black Crypt (1Mb, N+)	£17.95
Blue Max	£12.95
Body Blows (1Mb)	£17.95
Brain Blaster	£6.96
Bubble Bobble (N+)	£6.96
Bubble Dizzy	£6.96
Bunny Bricks	£17.95
Cabal	£6.96
Cadaver - The Payoff	£11.95
Caesar	£20.95
Campaign	£23.95
Capcom Collection	£20.95
Captain Dynamo	£6.96
Captive	£12.95
Cardiaxx	£14.95
Carl Lewis Challenge	£17.95
Carrier Command	£7.95
Cartoon Collection	£17.95
Castle Master	£6.96
Castle Of Dr Brain (1Mb)	£23.95
Castles (1Mb)	£20.95
Celtic Legends	£20.95
Centurion	£8.95
Champions (Comp)	£13.95
Championship Manager (1Mb)	£17.95
Chaos Engine (1Mb)	£17.95
Chase HQ I	£6.96
Chess Champion 2175	£13.95
Chessmaster 2100	£12.95
Chuck Yeager 2	£8.95
Cisco Heat	£15.96
Civilization (1Mb)	£23.95
CJ In Space	£6.96
Combat Air Patrol	£20.95
Combat Classics	£20.95
Conflict Korea (1Mb)	£23.95
Conquests Of The Longbow (1Mb)	£23.95
Cool Croc Twins	£17.95
Cool World	£17.95
Count & Add (Under 7's)	£8.95
Count Duckula	£6.96
Covert Action	£23.95
Crazy Cars 3	£17.95
Crazy Seasons	£17.95
Creatures	£17.95
Cruise For A Corpse	£19.95
Crystal Kingdom Dizzy	£13.95
Curse Of Enchantia (1Mb)	£23.95
D-Generation (1Mb)	£12.95
Dalek Attack	£12.95
Daley Thompson's Olym. Challenge	£6.96
Dark Queen Of Krynn (1Mb)	£21.95
Dark Seed	£23.95
Das Boot	£12.95
Death Knights Of Krynn (1Mb)	£20.95
Deliverance	£17.95
Deluxe Paint IV	£59.95
Discovery In The Steps Of Columbus	£20.95
Dizzy Collection	£17.95
Dizzy Panic	£6.96
Dizzy's Excellent Adventures	£17.95
Donald's Alphabet Chase	£17.95
Doodlebug	£17.95
Double Dragon I	£7.95
Double Dragon II	£7.95
Double Dragon III	£17.95
Dragons Lair III - The Curse Of Mordread	£20.95
Dreadnoughts	£25.99
Dreadnoughts - Bismarck	£12.95
Dreadnoughts - Ironclads	£12.95
Dream Team	£17.95
Dune (1Mb)	£20.95
Dungeon Master/Chaos Strikes Back (1Mb)	£20.95
Dyna Blaster	£20.95
Easy Amos (1Mb)	£25.99
Elvira II	£23.95
Emlyn Hughes Int. Soccer	£7.95
Epic (1Mb, N600)	£20.95
Erik	£6.96
Escape From Planet Of Robot Monsters	£6.96
Espana - The Games '92	£20.95
Euro Football Champ	£17.95
European Championships 1992	£17.95
Exile	£17.95
Eye Of The Beholder I (1Mb)	£20.95
Eye Of The Beholder II (1Mb)	£23.95
F-16 Combat Pilot	£7.95
F-19 Stealth Fighter	£20.95
F-29 Retaliator (N+)	£17.95
Face Off - Ice Hockey	£17.95
Falcon	£11.95
Falcon - Counterstrike Data Disk	£7.95
Falcon - Firefight Data Disk	£7.95
Fantastic Worlds (Comp)	£23.95
Fantasy World Dizzy (N+)	£6.96
Fascination	£20.95
Fast Food (N+)	£5.95
Fire And Ice	£17.95
Fire Force	£17.95
First Division Manager	£6.96
Flight Of The Intruder (N600)	£12.95
Flimbo's Quest	£7.95
Floor 13 (1Mb)	£20.95
Football Crazy (Comp)	£17.95
Football Director 2 (1Mb, N+)	£17.95
Football Manager 3	£17.95
Formula 1 Grand Prix (1Mb)	£23.95
French Mistress	£15.99
Fun School 2 (6-8)	£6.96
Fun School 2 (Over 8)	£6.96
Fun School 2 (Under 6)	£6.96
Fun School 3 (5-7)	£17.95
Fun School 4 (Under 5's)	£17.95
Fun School 4 (5-7)	£17.95
Fun School 4 (7-11)	£17.95
Future Wars	£10.95
G-Loc	£17.95
Gateway To Savage Frontier (1Mb)	£21.95
Gauntlet II	£6.96
Gauntlet III	£17.95
GB Route Plus (1Mb)	£55.95
German Master	£15.99
Ghostbusters 2 (N+)	£6.96
Ghouls 'N' Ghosts	£6.96
Global Effect (1Mb)	£20.95
Gnome Alone	£17.95
Go For Gold	£7.95
Gobliiins	£17.95
Gobliiins 2	£20.95
Gods	£17.95
Golden Axe	£7.95
Goofy's Railway Express	£17.95
Graham Taylor's Soccer (1Mb)	£17.95
Grandstand (Comp) (N+)	£9.99
Gunship 2000	£23.95
Guy Spy	£20.95
Harlequin	£17.95
Harpoon - Battle Set 4	£11.95
Harpoon - Editor	£13.95
Harpoon V1.2.1	£23.95
Harrier Assault (1Mb)	£23.95
Head Over Heels	£6.96
Head To Head (Comp)	£23.95
Heimdall (1Mb)	£23.95
Henrietta's Book Of Spells (7-14)	£17.95
Heroes Of The Lance (N600)	£6.96
Heroquest - Data Disk	£11.95
Heroquest - Twin Pack	£20.95
Heroquest 2	£17.95
Hitchhikers Guide To The Galaxy	£7.95
Home Accounts 1	£20.95
Home Accounts 2	£39.95
Home Alone (1Mb, N+)	£17.95
Hook (1Mb)	£17.95
Hoversprint	£6.96
Humans	£20.95
Humans - Jurassic Levels (Data Disk)	£13.95
Humans - Jurassic Levels (Stand Alone)	£20.95
Hunt For Red October	£7.95
Ian Botham's Cricket (1Mb)	£20.95
IK+	£6.96
Impossamole	£6.96
Impossible Mission 2 (N+)	£6.96
Indiana Jones & Fate Atl. (Act)	£17.95
Indiana Jones & Fate Atl. (Adv) (1Mb)	£25.99
Indiana Jones & L. Crusade (Act)	£6.96
Indiana Jones & L. Crusade (Adv)	£12.95
Indy Heat	£17.95
International Rugby Challenge	£17.95
International Sports Challenge	£20.95
Iron Lord (N+)	£7.95
Ishar - Legend Of The Fortress (N600)	£20.95
Italian Tutor	£15.99
Italy 1990	£6.96
Ivanhoe	£6.96
Jack Nicklaus Golf	£6.96
Jack Nicklaus Unlimited Golf (Accolade) (1Mb)	£20.95
Jaguar XJ220 (1Mb)	£17.95
James Pond	£6.96
Jim Power	£17.95
Jimmy White's Whirlwind Snooker	£20.95
Joe & Mac - Caveman Ninja (1Mb)	£17.95
John Madden's Football	£17.95
Junior Typist (5-10)	£14.95
Jupiter's Masterdrive	£6.96
Keys Of Maramon	£17.95
KGB (1Mb)	£20.95
Kick Off + Extra Time	£6.96
Kick Off II (1Meg)	£17.95
Kick Off II (1/2 Meg)	£13.95
Kick Off II (Final Whistle) (N+)	£9.95
Kick Off II (Giants Of Europe) (N+)	£6.96
Kick Off II (Return To Europe) (N+)	£6.96
Kick Off III	£17.95
Kid Gloves II	£17.95
Kind Words 3 (1Mb)	£36.95
Knightmare	£20.95
Knights Of The Sky (1Mb)	£23.95
Kwik Snax	£6.96
Last Ninja III	£7.95
Leander	£17.95
Leeds United Champions	£17.95
Legend	£20.95
Legend Of Kyrandia (1Mb)	£23.95
Leisure Suit Larry 5 (1Mb)	£23.95
Lemmings (Original)	£17.95
Lemmings 2	£20.95
Lemmings Double Pack	£20.95
Lemmings Levels (Add-On Version)	£13.95
Lemmings Levels (Stand Alone)	£17.95
Lethal Weapon	£17.95
Let's Spell At The Shops	£14.95
Life & Death	£12.95
Lineker Collection	£13.95
Links (1Mb)	£23.95
Links - Firestone	£12.95
Links - Hyatt Dorado	£12.95
Little Puff (N+)	£6.96
Liverpool Football	£17.95
Locomotion	£17.95
Lombard RAC Rally	£6.96
Lord Of The Rings	£17.95
Lotus Esprit Turbo Challenge	£7.95
Lotus III - The Ultimate Challenge (1Mb)	£17.95
Lotus Turbo Challenge II	£17.95
Lure Of The Temptress (1Mb)	£20.95
M1 Tank Platoon	£20.95
Magic Maths (4-8)	£19.95
Magic Pockets	£17.95
Magic Storybook (1Mb)	£20.95
Magic Worlds	£17.95
Magicland Dizzy	£6.96
Magnetic Scrolls Collection	£20.95
Manchester United	£7.95
Manchester United Europe	£17.95
Match Of The Day	£17.95
Maths Adventure (6-14)	£19.95
McDonald Land	£17.95
Mega Mix (Comp)	£20.95
Mega Sports	£17.95
Mega Twins	£17.95
Mega-Lo-Mania / First Samurai	£20.95
Megafortress (1Mb)	£20.95
Megatraveller (1Mb)	£20.95
Megatraveller 2 (1Mb)	£20.95
Mercenary 3	£17.95
Mercs	£17.95
Merlin's Maths (7-11)	£17.95
Micro English (8-GCSE)	£18.95

AMEAGRE PRICES FOR AMIGA USERS

Micro French (Beginners-GCSE)	£18.95
Micro German (Beginners, GCSE, Business)	£18.95
Micro Maths (11-GCSE)	£18.95
Microprose Golf (1Mb)	£23.95
Microprose Soccer	£6.96
Midnight Resistance (N+)	£6.96
Midwinter II (1Mb)	£23.95
Mig 29 Soviet Fighter (N+)	£5.95
Might And Magic 3 (1Mb)	£23.95
Mini Office (1Mb)	£49.95
Monty Python	£7.95
Moonstone (1Mb)	£20.95
Moonwalker (N+)	£6.96
Motorhead	£12.95
Myth	£17.95
Narc	£6.96
Narco Police	£6.96
Neighbours	£17.95
New Zealand Story (N+)	£6.96
Nick Faldos Championship Golf (1Mb)	£23.95
Nigel Mansell's World Championship	£20.95
Ninja Collection	£13.95
Ninja Warriors	£7.95
Nitro	£7.95
No Greater Glory	£23.95
No Second Prize (N600)	£17.95
Noddy's Playtime (1Mb)	£17.95
North & South	£6.96
Omar Sharif's Bridge (1Mb)	£23.95
Operation Combat	£7.95
Operation Thunderbolt	£6.96
Operation Wolf (N+)	£6.96
Oriental Games	£7.95
Outlander	£20.95
Outrun (N+)	£6.96
Pacific Islands	£20.95
Paint And Create (Over 5's)	£17.95
Paint Pot 2	£13.95
Paladin II (1Mb)	£20.95
Pang	£6.96
Panza Kick Boxing	£7.95
Paperboy 2	£17.95
Parasol Stars	£17.95
Pen Pal	£36.95
Perfect General (1Mb)	£23.95
PGA Tour Golf - Courses Disk	£11.95
PGA Tour Golf Plus	£20.95
Pictionary	£6.96
Pinball Dreams	£17.95
Pinball Fantasies (1Mb)	£19.95
Piracy On The High Seas (1Mb)	£20.95
Pit Fighter	£6.96
Plan 9 From Outer Space (1Mb)	£23.95
Platinum (Comp)	£17.95
Police Quest 3 (1Mb)	£23.95
Pools Of Darkness (1Mb)	£21.95
Populous - World Editor	£11.95
Populous II (1/2 Meg)	£20.95
Populous II - Data Disk	£12.95
Populous II Plus (1 Meg)	£23.95
Postman Pat 3	£6.96
Power Up (Comp)	£20.95
Powermonger	£20.95
Powermonger Data Disk (WW1)	£11.95
Predator 1	£6.96
Premier Manager	£17.95
Premiere (1Mb)	£20.95
Primary Maths Course (3-12)	£18.95
Prince Of Persia	£6.96
Pro Tennis Tour 1 (N+)	£6.96
Push-Over (1Mb)	£17.95
Putty (1Mb)	£17.95
Puzznic	£6.96
Quest For Adventure (Comp) (1Mb)	£23.95
Quest For Glory 1 (1Mb)	£26.95
R-Type I	£6.96
R.B.I. Baseball 2	£20.95
Race Drivin'	£20.95
Ragnorak	£26.95
Railroad Tycoon (1Mb)	£23.95
Rainbow Collection	£13.95
Rainbow Islands	£6.96
Rambo III	£6.96
Rampart	£17.95
Raving Mad	£17.95
Realms	£20.95
Reasoning With Trolls	£10.95
Red Baron	£23.95
Red Heat	£6.96
Renegade	£6.96
Rick Dangerous I	£6.96
Rise Of The Dragon	£26.95
Risky Woods	£17.95
Road Rash	£17.95
Robin Hood	£17.95
Robocod	£17.95
Robocop I	£6.96
Robocop II	£15.96
Robocop III	£17.95
Robosport	£20.95
Rodland	£17.95
Rolling Ronny (N+)	£17.95
Rugby - The World Cup	£17.95
Sabre Team (1Mb)	£17.95
Savage	£7.95
Scrabble	£19.95
Secret Of Monkey Island (1Mb, N+)	£17.95
Secret Of Monkey Island II (1Mb)	£26.95
Secret Of Silver Blades (1Mb)	£20.95
Sensible Soccer 92/93	£17.95
Shadow Of The Beast III	£20.95
Shadow Warriors	£6.96
Shadowlands	£20.95
Shadoworlds (1Mb)	£17.95
Sherman M4 (N600)	£6.96
Shoe People	£7.95
Shoot 'Em Up Construction Kit	£7.95
Shopping Basket	£13.95
Shuttle (1Mb)	£20.95
Silent Service II (1Mb)	£23.95
Silkworm	£7.95
Sim Ant	£23.95
Sim City	£18.95
Sim City - Architecture 1	£7.95
Sim City - Architecture 2	£7.95
Sim City - Terrain Editor	£7.95
Sim City Deluxe	£23.95
Sim City/Populous	£20.95
Sim Earth (1Mb)	£23.95
Ski Or Die	£8.95
Sleepwalker	£17.95
Slicks	£6.96
Sly Spy	£6.96
Smash TV	£6.96
Snow Bros	£17.95
Soccer Kid	£17.95
Soccer Pinball	£6.96
Soccer Stars (Comp)	£17.95
Sooty & Sweep	£6.96
Space Ace II	£23.95
Space Crusade	£17.95
Space Gun	£17.95
Spanish Tutor	£15.99
Special Forces (1Mb, N600)	£23.95
Spelling Fair (7-13)	£17.95
ST Dragon	£6.96
Starflight 2	£17.95
Starglider II	£7.95
Steg The Slug	£6.96
Stellar 7	£17.95
Storm Master	£20.95
Strategy Masters	£21.95
Street Fighter (N+)	£7.95
Street Fighter 2	£19.95
Strider (N+)	£6.96
Strike Fleet	£17.95
Striker (1Mb)	£17.95
Striker Manager	£7.95
Stunt Car Racer	£6.96
Supaplex	£6.96
Super Cauldron	£17.95
Super Frog (1Mb)	£17.95
Super Monaco G.P.	£7.95
Super Off Road	£7.95
Super Sim Pack (Comp)	£18.95
Super Space Invaders (N+)	£17.95
Super Tetris (1Mb)	£20.95
Super Cars	£6.96
Supercars II	£7.95
Superfighters (Comp)	£17.95
Superski 2	£17.95
Suspicious Cargo	£17.95
Switchblade II	£7.95
Swiv	£7.95
Sword Of Honour	£17.95
Tennis Cup 2	£17.95
Test Drive II Collection (N+)	£20.95
The Manager (1Mb)	£20.95
Thomas The Tank Engine	£6.96
Thunderhawk	£20.95
Tidy The House	£10.95
Tiny Skweeks	£17.95
Titus The Fox	£17.95
Toki (N+)	£17.95
Top Banana	£17.95
Top League (Comp) (N+)	£20.95
Total Recall	£6.96
Touchdown	£11.95
Touring Car Racer	£6.96
Toyota Celica	£6.96
Treasure Island Dizzy (N+)	£4.49
Treasures Of Sav. Frontier (1Mb)	£21.95
Trivial Pursuit	£6.96
Troddlers	£17.95
Trolls	£17.95
Turrrican	£6.96
Turrican II	£6.96
TV Sports Baseball	£12.95
TV Sports Boxing	£12.95
Twilight 2000	£23.95
U.M.S. II	£20.95
UGH!	£17.95
Ultima 6 (1Mb)	£20.95
Universal Monsters	£17.95
Untouchables	£6.96
Utopia	£20.95
Utopia - New Worlds Data Disk	£11.95
Venus The Flytrap	£6.96
Video Kid	£17.95
Vikings (1Mb)	£17.95
Virtual Worlds (Comp)	£20.95
Viz	£7.95
Vroom	£17.95
Waxworks (1Mb)	£23.95
Wayne Gretsky 2	£17.95
Ween - The Prophecy	£20.95
Wing Commander I (1Mb)	£23.95
Wizkid	£17.95
Wolfchild	£17.95
Wonderland (1Mb)	£20.95
World Class Leaderboard	£7.95
World Class Rugby (N600)	£17.95
World Class Rugby - 5 Nations	£20.95
World Cup Soccer	£7.95
WWF European Rampage	£17.95
X-Out	£6.96
Xenon I	£7.95
Z-Out	£6.96
Zak McKracken	£10.95
Zool (1Mb)	£17.95
Zool - Enhanced (Amiga 1200)	£17.95
Zyconix	£17.95

COMPILATIONS

10 GREAT GAMES 20.95
Carrier Command, Chicago 90, Ferrari Formula One, Night Hunter, Pick N' Pile, Pro Tennis Tour, Rick Dangerous I, Satan, Super Ski, Xenon II - Megablast

2-HOT 2-HANDLE 20.95
Golden Axe, Shadow Warriors, Super Off Road Racer, Total Recall

4 WHEEL DRIVE 20.95
Combo Racer, Lotus Esprit Turbo Challenge, Team Suzuki, Toyota Celica GT Rally

50 GREAT GAMES 17.95
50 Public Domain Games

ACTION MASTERS 20.95
Double Dragon II, F-16 Combat Pilot, Italy 1990, Turbo Outrun, Welltris

ACTION PACK 19.95
Colorado, Cosmic Pirate, ElimINator, Fast Lane, Hostages, Maya, On Safari, Rotor, Sherman M4, Targhan

ADVENTURES 17.95
Corporation, Hunter, Supremacy

AIR COMBAT ACES 20.95
Falcon, Fighter Bomber, Gunship

AIR SEA SUPREMACY
Carrier Command, Gunship, P47 Thunderbolt, Silent Service, Wings (1/2 Meg)

BITMAP BROTHERS - VOLUME 1 17.95
Cadaver, Speedball 2, Xenon 1

RAVING MAD 17.95
Mega Twins, Robocod, Rodland

CAPCOM COLLECTION 20.95
Dynasty Wars, ForgotteWorlds, Ghouls N' Ghosts, Last Duel, Led Duel, Led Storm, Strider, Strider 2, UN Squadron

CHAMPIONS 13.95
Jahangar Khan Squash, Manchester United, World Championship Boxing Manager

CHART ATTACK - VOL 1 20.95
Ghouls N Ghosts, James Pond, Lotus Esprit Turbo Challenge, Venus The Flytrap

DIZZY'S EXCELLENT ADVENTURES 17.95
Bubble Dizzy, Kwik Snax, Panic Dizzy, Kwik Snax, Panic Dizzy, Prince Of The Yolkfolk, Spellbound Dizzy

DOUBLE DOUBLE BILL
Lords Of The Rising Sun, TV Sports Basketball, TV Sports Football, Wings (1/2 Meg)

FOOTBALL CRAZY 17.95
Kick Off II (1/2 Meg), Kick Off II (Final Whistle), Player Manager

GRANDSTAND
Continental Circus, Gazza's Super Soccer, Pro Tennis Tour, World Class Leaderboard

JAMES BOND COLLECTION
Licence To Kill, Live And Let Die, Spy Who Loved Me

LINEKER COLLECTION 13.95
Footballer Of The Year 2, Hot-Shot, International Soccer Challenge, Italy 1990

MAX 20.95
Nightshift, ST Dragon, Swiv, Turrican II

MONSTER PACK 2 17.95
Awesome, Killing Game Show, Shadow Of The Beast II

MOVIE PREMIER COLLECTION 20.95
Back To The Future II, Days Of Thunder, Gremlins II, Teenage Mutant Hero Turtles

NINJA COLLECTION 13.95
Double Dragon I, Dragon Ninja, Shadow Warriors

PLATINUM 17.95
Black Tiger, Forgotten Worlds, Ghouls n Ghosts, Strider I

POWER PACK 17.95
Bloodwych, Lombard Rally RAC Rally, TV Sports Football, Xenon II - Megablast

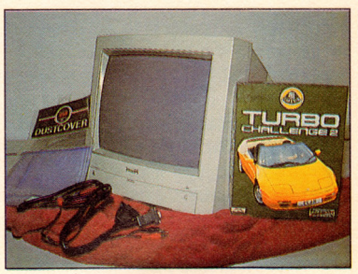
SPORTS BEST 17.95
Panza Kick Boxing, Tennis Cup 1, Turbo Cup

SPORTS COLLECTION 13.95
Italia 90,Pro Tennis Tour 1, Run The Gauntlet

MISCELLANEOUS

Deluxe Work Centre	£46.95
Cumana Disk Drive	£57.95
0.5Mb Upgrade + clock	£29.95
0.5Mb Upgrade	£26.95
1Mb Upgrade (500+)	£56.95
1Mb Upgrade (600)	£51.95
Mouse	£14.75
Mouse Mat	£2.95
Mouse House	£2.95
Dustcover (500 or +)	£3.65
Dustcover (600)	£3.65
Dustcover (Amiga 1200)	£3.95
Dustcover (Monitor)	£6.99
Dustcover (LC10)	£7.65
Dustcover (LC24)	£6.99
Auto Mouse/Joystick Switch	14.75
Trackball	£28.95
Head Cleaner	£3.75

SPECIAL OFFERS



Philips CM8833II with
Lotus Turbo Challenge II
Dust Cover
Scart Cable.
Free next day delivery

£224.95

Datagem is Britain's leading computer software and consumables Mail Order Company. Our attitude is totally professional and our service is second to none. We're on top of the premier and our deliveries fly faster than an eagle

071 - 608 - 0624

Cheques/Postal orders to

Datagem Ltd,
Dept AP, 23 Pitfield Street, London, N1 6HB

DO THE write THING

Grump, grump, grumpety grump. That's all we get. We open the mail, full of hope and excitement, and then have to spend ages reading grumpy letters from people moaning on about new machines, J R R Tolkien and the word 'crap'. Cheer up, why doncha?

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.

'I AM CURRENTLY SITTING'

Dear AMIGA POWER,

I am currently sitting my A-Level mock exams and after labouring through three hours of Physical Geography I came home and read through my December issue of AMIGA POWER and, horrors, what should I find but 13 unlucky things to write about in a letter to you. 13! Now I'm not saying I'm a superstitious person but I have been entering my exams like a witch doctor with the amount of lucky charms I've got about my person. I even did a lucky rain dance before yesterday's exam and when I get home I saw that SW England was flooded. I'm sorry, I didn't realise.

I must be terminally unlucky. I'm the person who had to get a job to be able afford computer software. I'm the person who had to restart *Legend* four times because when I reached the puzzle on Treihadwyl level two I found I didn't have enough spell components for the solution. I'm the person who was just about to save my English essay onto a disk when the electricity went off. I'm the person who squeezed a package from the Post Office to try to determine what it was, only to find it was my free copy of *Mega lo Mania* for subscribing to you and I had crushed the box. Well, at least I'm not as accident prone as my sister. *(Do tell. – Ed)*

Anyway, to rectify the situation, Point 14: Don't write in merely to ask for a free game, earn one. I had to get a Saturday job, why shouldn't anyone else? *(Too right. Kids today, I don't know... – Ed)*

I feel happier now, maybe I will do enough to be entered for my exams next June after all. Please wish me luck, I'll need it.

Yours terminally luckless, Anthony Hall

Good luck, Anthony. Hope this helps.

'LET ME BORE YOU'

Dear AMIGA POWER,

I have an idea. For the first time since I left school I, Joyce 'De Ace' Robinson have had an idea. Now then, wouldn't you lucky people like to know what this idea actually is? No, I didn't think you would, so let me bore you with something else. I read that *Indy 500* authors, Papyrus, are working on a Formula One simulator type game. What I would like to know is why? To me it seems a bad idea to write an F1 based game while MicroProse's *Grand Prix* and *Nigel Mansell's World Championship* are selling strong. Not even I, the greatest motor sport fan ever, have room for three F1 games. A bit like Shredded Wheat really. No, much better to write a game about banger racing, super Skoda racing or similar would certainly have novelty value, something authors seem intent on forgetting about these days. Throw in some smoothly animated in-car graphics and you have a winner. A much better tactic than just doing an improved version of an old game. Anyway, enough of that except to wish good luck to Papyrus because there's some stiff competition out there (stiff as in good, not dead).

Have you ever received a letter about chimney spotting? If not, stand by for next month's sky-gazing efforts (or drivel, as you would probably call it).

Bye, Jason Robinson (alias Trash Ricaro)

'THERE IS ALREADY EVIDENCE'

Dear AMIGA POWER,

A year ago my parents bought me an A500P. I was very proud of my new machine and thought 'ah, now I have the ultimate home computer'. Then four months later Commodore had a little one, the A600. And now Commodore have brought out yet another computer, the A1200, saying that it is 'the Amiga of the '90s'. So what's my humble A500P, 'the Vic-20 of the '90s'. I know that Commodore have to keep up with new technology but surely bringing out three new computers in one year is going a little too far.

It is inevitable now that computer programmers will make games with the A1200 more in mind, so these same games will run slower and hence be more unplayable on less powerful machines. There is already evidence of this. To play *Links* properly you need a £300 hard drive and a £200 accelerator. Who can afford £500 to play a game properly when the thing only costs £37.99? This is a game only really meant for computers like the A3000. Another example of this is *Monkey Island 2* – imagine playing a game with ELEVEN disks on a single drive system. On the subject of games, what is the point of Commodore producing computers which are incompatible with most software produced six months before? Surely they should consult games manufacturers and say that they are producing a new computer so they can program games that will work on the new machine.

Another new Amiga which has "popped up" in the last year is CDTV (or for present Amiga owners the CD-ROM drive). Most games programmers are saying that 'in four years all Amiga games will be on CD'. So yet again Amiga owners are going to have to shell out another £300 to keep up with 'new technology'.

The solution to all these inflated prices would be to produce an Amiga with the same power as the A1200, but with a CD ROM drive, a credit card slot and a floppy disk drive all built in. The price would have to be around £250 to be competitive, but the most important thing would be to keep the same computer for a few years instead of a few months. I know i certainly would buy a computer like the one I've described.

If Commodore don't do this soon, Britain's homes will all have ugly grey and black consoles instead of nice white Amigas. Consoles will take over, just like in America, leaving the Amiga sadly lagging behind.

Thanks for listening, Graeme Fyfe

What, you want ANOTHER new Amiga? Lord save us...

'IT MAY SEEM SOMEWHAT PICKY'

Dear AMIGA POWER,

This is the first time that I've written to a computer magazine, so I hope my inexperience doesn't show. Due to your favourable review of possibly the greatest game ever, *Sensible Soccer*, I duly purchased it. 'What's the problem?' I hear you cry. Well, although it may seem somewhat picky I feel that I may have been somewhat misled into buying it. I also read the review of the game in a copy of my friend's 'The One' magazine and one of the features that caught my eye was the unique method of being able to call upon the services of the physio on the bench during the game. This feature in my mind made *Sensible Soccer* the complete game and a week later I went out and bought it, carefully checking the the box to make sure everything that I expected of the game was there, in black and yellow. It was. 'Subs bench with manager and physio' it stated. So, you can imagine my surprise when I discovered that no Physio was on the bench in the game. Admittedly

READER HELP winner

'DRIVE NOT READY'

Dear AMIGA POWER,

On seeing reviews and reports on the 'FAB AMIGA 1200', I hurriedly gathered my wads of cash together and headed for the high street. On managing to find a machine I quickly 'did the deal' and rushed home to try it. On unpacking and setting up I was totally delighted with the all new Workbench 3.0 and the thought of all the machine's possibilities.

But (here it comes) apparently (and I have this info from a good source) Commodore has fitted two different drives (in terms of the supplier) to the A1200, and, you've guessed it, problems are apparent. Apart from some programs loading on one machine and not the other (same boot options etc) there seems to be an even worse fault – on using Workbench and some PD utilities/graphics packages I keep getting "Drive not ready error" when everything is in order, ie the disk is in the drive etc. Even worse, on loading original games software (not all I may add) I get a "software failure of øøøø...ø8A".

I tested other software and I find it seems to happen when the system has to access the drive, ie after title pages, loading next levels etc – hence it looks like this ø8A error is a drive problem.

Could you please look into this as I've three friends all experiencing similar problems and Commodore technical staff say they won't talk to me unless I'm a dealer. So I go to my dealer (Comet) and try to get them to phone, but they don't understand my problem, so how are they supposed to tell Commodore? I'm at my wits' end trying to get somewhere. Please can you help?

Yours hopefully, Steve Heath

As you may have noticed before, Steve, we don't tend to have much success getting technical info out of Commodore, but if any vaguely intelligent readers out there can help...

HARD GAME winner

'ONLY A PAPER BOY'

Dear AMIGA POWER,

"Bing a bang a jelly, Up pong will die," said John. See! I didn't start with "I am writing to you," although I am. But really, what I would like to say is this – I am fed up with it. "Fed up with what?" you may be asking yourself, and very rightly so. Well I'll tell you. Buying a game and finishing it within a week. It's never been this bad in all my years. Never have I seen so little challenge from the games that I buy. Every month I read your mag to make sure I don't buy a duff game, and what do I get? *Putty*! Bloody finished it the same day I got it. *Pang* – about four days play there. *First Samurai* – only about a week once you get the hang of it. Hey! But don't get me wrong, these are all great games. But not once in any review I saw did you say how easy they were. I'm only a paper boy and if I pay three or four weeks pay for a game I expect to be playing it for just as long.

So on to my next point. I have recently purchased a copy of *Zool*, but to my dismay I hated it. The music is so bad your Ninja will be impaled upon the spikes so you don't have to hear it anymore. The scrolling is crap and the end of level baddies are impossibly difficult. Basically it's *Sonic* without all the good graphics, speed, scrolling and everything else and I'm sure you don't think that was the best platform game out. So my idea is that at the end of a review have a little box saying what similar games you could get instead, but better. This way, if you have just read a bad review of a game you were going to buy, all you have to do is look in the box and see what game you could get instead. This would be good for people on low incomes (like me) who only want the best of a particular game type and don't want to faff about with second rate games which have raked in more percentage than they should have.

Yours sincerely, Tom Exley

PS Do you know where I can get a copy of *R-Type II* because it's not available in the shops any more?

Um, no we don't, unfortunately. Does anyone have a spare one they'd like to sell Tom? Write to Exchange And Mart (One-Off Special), AMIGA POWER, 30 Monmouth Street etc. As for the idea of an alternatives box, we already do comparisons when games appear to be very similar to existing titles, but really you're still going to have the same problem. If, for example, a Zool-like platform game comes out, we might say 'This is really good but it's not as good as Zool', which puts you back to square one, because the reasons we prefer Zool might be the same ones that make you think Zool's rubbish. Really, it's all down to that old 'personal opinion' warhorse again.

I still find *Sensible Soccer* the best quality game of its genre on sale at present, but the point I'm trying to emphasise is – do software companies make a habit doing this, ie tempt prospective buyers of their game with lies to ensure that it has more chance of becoming successful? As far as I know there was no attempt to inform people that the physio would be removed from the game. It has not detracted from my enjoyment of the game, but how can we punters trust what we hear about games if companies are liable to provide the magazines we read with false information to make the game look more appealing? I don't know if there have been any other similar cases, or if this was just an innocent mistake, but it will not do! (Cor, I'm starting to sound like Gran).

Finally could you tell me a bit about the game *International Rugby Challenge*, as I am thinking about acquiring it. I was impressed by its predecessor, *Rugby The World Cup*, and I haven't had a sniff of a review or preview anywhere.

Thanks for listening, Alan Smith

International Rugby Challenge *isn't finished yet, keep watching the pages of AMIGA POWER for full progress reports. As for the physio in* Sensible Soccer, *it was something that the boys just couldn't fit in in time. Unfortunately the boxes were printed before the game was finished, so they went out with the mistake on them. It is, as they say, just one of those things. Rest assured, no smart software house would mislead the public like this on purpose – it'd be more trouble than they'd ever hope to gain from it.*

'A MONTH OF WET NIGHTS'

Dear Sirs,

Congratulations on yet another fantastic magazine and cover disk, which is the first reason why I'm writing to you. I'm all in favour of the little blighters as long as they don't contain unplayable demos (*Sim Brick* excluded). It really curls my hair when some other nameless magazines advertise that the following month they will have a certain demo on a cover disk, so after a month of wet nights waiting in anticipation the magazine comes and you can't play the bloody thing. Do the software companies not have any confidence in their games?

Secondly, I've noticed that yours and other magazines usually have some lifeless soul telling you that the score for their fave game was 3% too low. I've got an idea on how to solve this and give my fellow readers a wider viewpoint on the games you review before they rush out and buy. My idea is to have a page solely for readers to give their own scores and mini review of a game. To narrow down the games available you could make it just the last two magazines releases. This would put your mag at an advantage as you only review released games.

Lastly I would like to thank the people responsible for *Sensible Soccer* for making the upgrade available cheaply to those of us lucky enough to have the original game. If only other companies would follow suit – just think, we could have *Pinball Fantasies 2* for only a fiver, the mind boggles.

Thanks for reading, David Niblett

We tried offering up a forum for readers' mini reviews before, a long time ago, but the response was so pitiful it wouldn't have filled a column, never mind a page. Seems most people would rather just whinge than actually try to do the difficult stuff and write a useful or entertaining review.

'DEAR MARK, WHAT HAPPENED'

Dear Mark,

What happened? Before you became editor you looked, well, cool-looking. Now you look, well, goofy-looking. Now I believe I have the answer. *(Hurrah. – Ed)*

I figure it's got something to do with becoming editor, there's just something about this post that makes people look goofy. I mean, you want examples, just look at Damien Noonan, Matt Bielby or David Upchurch, it's something about the position that's unnatural. When you became editor in issue 16 and I saw that picture of you, I thought 'Whoa, what happened to the hair, the smile, the clothes?' So I double checked, maybe I'd remembered your picture wrong. I checked issue 15, all fine, then I back-tracked to issue 1, hunky dory all the way.

Geez, you looked so cool before but now, I just dunno. I thought at first that it would pass, like bad gas, but I look at issue 21 and yikes! With the greasy hair, black boots and pants and flannel shirt, you look like some kind of punk skateboarder. Sorry, but I calls it likes I see it. *(Hey – I'd washed my hair! – Ed)*

But fear not once mighty Mark, I have the solution. Seeing as you became goofy by becoming editor, all you've got to do is resign and return to being deputy editor, then let Stuart become editor as he's already goofy enough.

Hope this insight helps and here's hoping for your return to normalcy.

Yours concerned,
Dallas James Parker, Winnipeg, Canada

DO THE write THING

'NOT A VERY PRETTY BUNCH'

Men of AMIGA POWER

Don't any of you fancy Lisa Nicholls? Go on, admit it, she's a babe. Even though you're not a very pretty bunch (in fact, you're all damn ugly) you should still ask her out. If she's still not taken then you lot are a sad bunch (apart from Mark Ramshaw 'cos he's the editor)

I'm yours forever, Lisa
Andrew, Germany

'CRAP'

Dear AMIGA POWER,

I am jolly annoyed! I myself read your mag and always see the word 'crap'. I am eight and hate people that use foul language. →

OLD A500 GAME winner

'A DEAD DINOSAUR'

Dear AMIGA POWER,

I'd like to voice my concern now that Commodore have added the A1200 to their range. So with the A1200 comes better graphics, better sound and better chips and the programmers will use this to improve their games. So what happens to the older A500 – with these new improved games the poor old A500 won't be able to handle it? Will the A500 simply fade away due to lack of games, never to be seen again, or will the A500 owners have to upgrade their computers with new chips which cost lots of money that most owners don't have?

I heard on the grapevine that Commodore may be re-introducing the A500 but that sounds like it could be a load of crap. Games are getting better and better and I would like to carry on playing games for as long as possible, but I don't think I could afford to swap or upgrade and besides, I like my trusty old A500. What do you reckon – will the A500 become a dead dinosaur?

Yours slightly-concerned-but not -that-worried-yet
Robert Penn

There are far too many A500s and A500Ps out there for it to make any kind of economic sense for software companies to abandon the machine. Commodore have said that they expect the A600 to become the standard entry-level machine for the next few years, and since most A600 stuff is made to run on the older models, I shouldn't think you'll have anything to get worried about.

DO THE write THING

I'm steamed. Stop printing the word 'crap.' If you do not I WILL NEVER READ AMIGA POWER AGAIN!!!!!
Yours angrily, James Burton.

'I WAS THICK'

Dear AMIGA POWER,
Right, this is it, I've had enough! This is the last straw!

You may ask what I'm talking about, I'm on about you calling us readers kids. You go on and on about the wide readership, and how grannies play games, professionals play games, everyone plays games. Then you go and call us kids. Okay, so a lot of the readership is young. I voted in the last election, good clue, and secondly, when I was a kid I hated being called kid, as if I was thick.

Deirdre Keelan thought you had to be over fifty to own an Amiga, but the people I know with Amigas range from 18 to 29. People I know with consoles are either in their twenties or at school.

You're not the only mag I buy (Amiga Format being my favourite), so I'm no complete game junky, but I find your mag informative and amusing. But do not call me a kid!

Also any more pokes at people who read Tolkien will get you in serious trouble. JRR Tolkien wrote books, that was all. Dungeons and Dragons was developed in America, inspired by Tolkien and (unfortunately) RE Howard's Conan books. Stop giving fantasy a bad name, as though we were all trainspotters. I mean, if even the illustrious Andrew Braybrook reads the riotously funny Discworld books, fantasy can't be that bad.

Finally, here's a suggestion – try putting games in classes for your next top 100, so you'll have best platform, best flight sim and best odd-thing-no-one-is-sure-of. This way you wouldn't get any more comments about how stupid *Rainbow Islands* was as number one. Right, that's it then, I'm off down the pub.
Yours needing-a-pintly
Ben Nichols, Taunton.

'MATT BIELBY 'GOLDEN AGE''

Dear AP,
Issue 21 proves me right about CDTV, which has done my self esteem no end of good. So much so, in fact, that I thought I'd have another go at this industry guru-type thing:

Commodore won't be able to sustain the Amiga at its current heights, not for any technical or marketing reason, but because the computer doesn't have a soul. It's an efficient and unlovable machine without the endearing naffness of the 8-bits and the cunningly constructed personae of the consoles, which have only sold hugely in the last few years when for ages the Speccy and C64 beat them into the dirt, because people find the thought of owning an Amiga deeply unexciting.

And another thing... AP won't remain the 'World's best selling Amiga games magazine' for much longer, despite its obvious superiority, because:

1. The price rise (three times the rate of inflation, in the middle of a recession/slump??? Do you at the mega-successful Future Publishing know what's happening in the real world?) *(Don't ask us, we only work here. – Ed)*

2. Familiarity breeds contempt. Complaints are up, compliments down and already everyone looks back to the Matt Bielby 'Golden age' with dewy-eyed nostalgia. *(Sorry, don't understand that one, how about some examples. – Ed)*

3. Peter Cushing and Christopher Lee have yet to make an appearance (CU Amiga have stuck the latter on a recent cover, then saw sales rise 100,000% and grateful readers sending them extra money because they felt they weren't paying enough.) Sort this out or your days are numbered! *(No, don't understand that one either. Is it me, perhaps? – Ed)*

Oh, and finally, Patrick McGoohan is in my view, Britain's third finest ever genre star. *(A-ha, I see. – Ed)*
Be seeing you,
Number 123 (Chris Denton, Surrey)

'TALK TO GIRLS'

Dear Mark,
Re your reply to Kieran Gillen's letter in ish 21's letters page.

So the Amiga has 96 keys has it? How d'you know? Did you count them? If so (adopts AMIGA POWER editor type personality) get a life you sad man! Get out! Meet people! Make friends! Talk to girls! And any other self conscious twaddle designed to show that Marky doesn't only play and write about computer games all day long. *(Right, I've had enough. – Ed)*
Yours still reading an increasingly supercilious AMIGA POWERIy
M Gill

'THE GREAT AMIGA CD-ROM SCAM'

Picture the scene 12 months from now where the CD-ROM revolution has well and truly taken off. All of the major software houses have numerous releases already out, with plenty planned for the near future. The new CD driven Amiga, the ACD 200, has quickly become the best selling computer since its release in Nov '93 . The rival Sega and Nintendo CD systems have been struggling due to the ever increasing prices. It seems that people are finally coming to their senses, with the greedy Japanese business men who've squeezed the punters for the past 18 months feeling bitter towards Commodore. They now feel that the days of overpriced game carts is over at last. Quality will now be the name of the game.

Please step forward the saviours of this once great industry – all the leading software houses, please take your marks. STOP PRESS.....STOP PRESS..... Urgent News just in! Dark secrets of Software Houses revealed!
Read all about it!

In the basement of a darkened car park, several black limos pull up together. Out steps the bosses of the software industry. They are Mr X, Mr Y and Mr Z.
MR X: Listen, we've gone far too long withstanding the costs of piracy on the Amiga. It's time we did something to recoup our losses.
MR Y: Yes, with the prospects of a CD monopoly similar to the cartridge stranglehold of '92-'93, it could be a highly prosperous new year. After all, we can subject the consumer to any price we wish, and still be guaranteed phenomenal sales figures.
MR Z: Isn't that a little dangerous, after all these are probably people who've supported us and the Amiga for years. Can we afford to betray their trust?
MR Y: We're in a competitive market after all, so the prices of our product should reflect what the consumer is willing to pay. We've seen that they're willing to pay over £60 for a single hyped cart game, and that was 12 months ago.
MR Z: I know we're a profit-making business, but we should make consumer confidence one of our main objectives.
MR X: The bottom line is that as long as we control a monopoly and pirating is at a minimum, we should be able to charge what ever prices we see as appropriate.

The conclusion to this meeting is that the companies decide to charge between £40 and £65 for each CD-ROM title. Everybody buys the software as there's no alternative. Profits for '94 are an all time high. The punters suffer.
Be seeing you, The Prisoner.

How long have you been having these paranoid delusions? And have you met number 123 yet?

AMIGA POWER COMPO WINNERS

I FOUGHT IN THE WAR FOR THE LIKES OF YOU

Answers: It was Winston Churchill who said 'We shall fight them on the beaches...' Richard Burton's character said 'Broadsword calling Danny Boy' in the movie Where Eagles Dare, and as for the phrase 'You're a tramp, a drunk and an unfit mother'....

It wasn't Rhett Butler or Woody Allen, it was JR Ewing, you ninnies. Where were you during the eighties when the AMIGA POWER staff were watching crappy soaps?

A tank, game and sweatshirt goes to:
Michael D. Yare , Rickleton

Copies of Campaign go to:
Matthew Francis, Goring-by-Sea
Jeremy Gilison, Norwood
Gordon Strang, Edinburgh
D.J. Lawton, Crewe
Michael Dooley, Wigan
Mark Broadheard, Modbury
Peter Hoskins, Droitwich
David Mathieson, Brechin
Neil McDougall, Arbroath
Mark Porter, Gloucester

These chaps each get a fab jacket:
Joel Desborough, High Wycombe
Sean Mulvey, Eastbourne

Whereas this lot gets a T-shirt and a copy of *Desert Strike:*
Alan Dempster, Co Durham
Michael Batey, Ayrshire
Gareth Pearce, Aberdeen
Matthew Ford, Cowley
Ross Laye, HMS Victorious

I'D PREFER A SKODA

Gremlin's *Lotus III* was up for grabs, and two people get a day out at Lotus.

These fortunate types are:
Pat Dyer, Widdington
Adrian Jones, Ratby

Runners up:
Mr. R. Lee, Loughborough
G.B. Walter, Biggin Hill
Sam Groves, East Cowes
James Newsome, Brighouse
Allan Gill, Hull
S. Dunleavy, Harlow
Mr. Brett A. Wright, Newport
Richie Green, Nottinghamshire

DOCTOR, I'VE GOT THIS NASTY RASH

Three fortunate types will soon have new leather jackets.

Answers:
1. EA game due soon: *Desert Strike.*
2. Rashers race along the Pacific Coast.
3. Steve McQueen used a bike during The Great Escape, not, as we said, to get out of a prison camp, but to jump across the border fence. We hate smug readers.

A jacket and a year's EA games go to:
Alexander Wootton, Kilmacolm

JAMES POND CLUB COMPO

A worryingly large amount of people thought up low quality fish puns, and these ten sad individuals are now official members of the James Pond Club:
K.J. Dickinson, Crewe
David Willoughby, Newcastle
Daniel Carter, Sidcup
Gerred Blyth, Bath
Peter Bull, Halifax
Ian Pugh, Gosport
Jared Schiller, Southampton
Chris Patey, Chard
John Willcox, St. Helens
Mark Mundell, Clwyd

AMIGA REPAIRS

Repairs undertaken to Amiga 500 computers at £44.95 inclusive of parts, labour, VAT and return postage/packing

Commodore registered for full technical support

Computers repaired in the quickest possible time

All machines will be overhauled with a full soak-test to ensure optimum reliability

Entrust your machine to the experts, full 90 day warranty

Repairs to disk drive and keyboard also included
(extra charge possible if found to need complete replacement)

Repairs to other Commodore systems undertaken - phone for details

Upgrades and expansions supplied and fitted - phone for details

£44.95

To take advantage of this exceptional offer, simply send or hand deliver your computer to our workshop complex, address details below, enclosing this advertisement voucher, payment, fault description, return address, along with your daytime and evening telephone number and we will do the rest.
Should you require Group 4 Security return delivery, simply add £5.00 to the repair charge.

Access VISA

WTS Electronics Ltd Chaul End Lane Luton Bedfordshire LU4 8EZ Tel 0582 491949 (6 lines)

(We reserve the right to reject machines which, in our opinion, are beyond repair- Normal charge applies)

Mail Order Express Distribution

Pinball Fantasies £15.99

CURSE OF ENCHANTIA £21.99

Access **P.O. Box 95, Woodford Green, Essex IG8 0PH** VISA

Call us on 081-559 1704 or 081-504 8377 7 days 8.30am-8.00pm

P3D Construction Kit	£32.99	Lotus Turbo Challenge 3	£16.99
AV8B	£22.99	Lure of the Temptress	£20.99
Addams Family	£15.50	Megalomania	£12.99
Archer Macleans Pool	£16.99	Microprose Golf	£15.99
Amos Professional	£44.95	Monkey Island	£16.99
BC Kid	£16.99	Monkey Island 2	£23.99
B17 Flying Fortress	£22.99	Nigel Mansells Formula 1	£16.99
Battle Isle	£15.99	Parasol Stars	£16.99
Battle Of Britain	£15.99	Pinball Dreams	£16.99
Captive	£8.99	Pinball Fantasies	£16.99
Carl Lewis Challenge	£16.99	Player Manager	£10.99
Championship Manager	£16.99	Populous 2	£18.99
Civilization	£22.99	Premiere	£20.99
Cool World	£16.99	Premier Manager	£16.99
Conquest of the Longbow	£22.99	Prince of Persia	£11.99
Crazy Cars 3	£16.99	Pushover	£16.99
Cruise For A Corpse	£16.99	Putty	£16.99
Curse of Enchantia	£22.99	Raving Mad	£16.99
Doodlebug	£16.99	Road Rash	£16.99
Dizzy's Excellent Adventures	£15.99	Rolling Ronny	£12.99
D/Generation	£10.99	Sabre Team	£16.99
Dyna Blasters	£19.99	Sensible Soccer	£16.99
Easy Amos	£22.99	Shadow Of The Beast 3	£16.99
Elite	£15.99	Shuttle	£23.99
Epic	£16.99	Special Forces	£22.99
Espania Games 92	£16.99	Street Fighter 2	£17.99
Eye of the Beholder 2	£23.99	Super Fighter	£16.99
Fate Of Atlantis	£23.99	Supremacy	£11.99
F15 Strike Eagle 2	£17.99	Tennis Cup 2	£16.99
Fire & Ice	£16.99	Thunderhawk	£15.99
Fireforce	£14.99	Titus The Fox	£10.99
Flames of Freedom	£15.99	The Manager	£18.99
Formula 1 Grand Prix	£20.99	Troddlers	£16.99
Graham Taylors Soccer	£15.99	Utopia	£12.99
Heimdall	£15.99	Utopia Data Disk	£10.99
Hook	£16.99	Vrooom	£16.99
Humans	£19.99	Vrooom Data Disk	£14.99
Knights of the Sky	£22.99	Wing Commander	£22.99
Lineker Collection	£14.99	Wizkid	£16.99
Links	£23.99	WWF 2	£16.99
Links Bountiful	£14.99	Zool	£16.99
Links Firestone	£14.99	Zool (A1200)	£16.99
Lotus Turbo Challenge 2	£14.99		

All Prices Include V.A.T P&P £1.00 Per Item, First Class recorded delivery (UK).
Europe £4.00

DISKS

25	£12.65	200	£78.75
50	£22.95	300	£116.30
100	£41.70	500	£184.65

3½"

All Disks Come With Labels. P&P included.

DISK BOXES

		P&P
3.5" 20 capacity	£1.50	50p
3.5" 100 capacity	£5.99	£1.00
150 capacity Posso Box	£15.49	£3.00
3.5" 250 capacity	£22.99	£3.00

ACCESSORIES

		P&P
Power External Drive	£49.99	£3.00
Zydec Zy-Fi Speakers	£35.99	£3.00
Zydec Handy Scanner	£92.99	£3.00
Zydec Virus Protector	£5.99	25p
Alfa Data Trackerball	£27.99	£2.00
Alfa Data Crystal Trackerball	£32.99	£2.00
Alfa Data Megamouse	£9.99	£1.50
14" Monitor Stand	£9.99	£1.50
Mouse Pockets	£1.99	25p
Mouse Mats	£1.99	25p
Mouse Covers	£1.99	25p
Cleaning Kits	£1.99	25p

AMIGA FORMAT SPECIAL

KNOWLEDGE IS POWER...

SO BECOME POWERFUL

The first week of March 1993 sees something very, very special coming from the makers of *Amiga Format* the world's best-selling magazine for the Amiga... *The Encyclopaedia of the Amiga* is jam-packed with facts, details and inside info about your machine. We will tell you about the history of the Amiga, about the companies that support the machine, and about the software and hardware that makes the Amiga the best home computer ever. And we'll tell you much more than that too. It all comes down to more power to you, so don't miss it...

THE ENCYCLOPAEDIA OF THE AMIGA WILL BE ON SALE FROM THURSDAY MARCH 4 PRICED AT £3.95

THE BOTTOM LINE

It's the original and best. If you want to know which of the many recent games can make the best claim on your hard-earneds, this is the place to look. Oh, and to forestall any dumb letters, the blue entries are the new ones.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of the Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time and the reviewer's initials. If the game appeared in our new, updated All-time Top 100 Games, its position comes next, followed by the mini-review and a rating out of five stars (with red ones for real 'must buys'.) And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● DG - Dave Golder ● GP - Gary Penn ● JD - Jonathan Davies ● KF - Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MB - Matt Bielby ● MR - Mark Ramshaw ● MS - Matthew Squires ● MW - Mark Winstanley ● NW - Neil West ● RL – Richard Longhurst ● RP - Rich Pelley ● RR – Ronnie Randall ● SC - Stuart Campbell ● TN - Tim Norris ● TT - Tim Tucker

THE ADDAMS FAMILY
Ocean £25.99
AP14 88% MB
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

ADVANTAGE TENNIS
Infogrames £25.99
AP12 69% DG
We're still waiting for the definitive Amiga tennis game. This is up there with the best of the contenders, but poor controls let it down. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99
AP12 69% MR
Great plot with some genuinely funny touches of humour, but the game itself is straightforward and linear. For £35, it's a bit short on depth to justify buying. ★★★

AGONY
Psygnosis £25.99

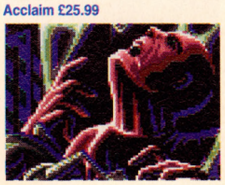
AP13 78% SC
The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay (but utterly tragic music). The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. ★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALCATRAZ
Infogrames £25.99
AP13 73% NW
A bit of a pain in one-player mode (you have to play two characters simultaneously), but much more fun with a chum around, this maze game/shoot-'em-up is atmospheric and addictive, if not the biggest thing you'll ever see. Not bad. ★★★

ALIEN³
Acclaim £25.99



AP22 85% GP
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 21% NW
John Madden Football without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

APIDYA
Play Byte £25.99

AP13 89% MR T100 No.25
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is the terminally cool *R-Type 2*), but it's definitely completely excellent, so why are you reading this instead of going out to the shops to buy it right now? Eh? ★★★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute but we think we'll wait for *James Pond*³. ★★★

AQUAVENTURA
Psygnosis £25.99
AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ASHES OF EMPIRE
Mirage £34.99

AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

ASSASSIN
Team 17 £25.99
AP19 89% MS
Overall a great game. Nothing really to drag it down except perhaps a lack of originality. It looks great, it's chock-full of features and entertaining baddies and it's fairly simple to control. This is how most arcade conversions should look, but don't. ★★★★

A320 AIRBUS
Thalion £29.99
AP13 66% DG
You know how people say that if you want to play arcade games, you must have a console? Horrific image-wrecking trainspotter guff like this is the reason why. If you want to fly, go in a plane, don't buy an Amiga. 'Realistic'? Well maybe, but who cares? ★

AV-8B HARRIER
Domark £39.99

AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. Even on the A1200 it's on the dull side, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

BACKGAMMON ROYALE
Oxford Softworks £19.99
AP12 45% JD
Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set and a decent book on the subject, it's better and cheaper. ★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 78% MR
As data disks go this one is good value for money. *Battle Isle* fans, this is the place to come for lots more scenarios and lots more playing time. ★★★

BAT II
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. An unusual hybrid that works well. Nice one. ★★★★

BC KID
Ubi Soft, £25.99

AP19 89% GP
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP 21 81% TT
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages. ★★★★★

BOROBODUR
Thalamus £25.99
AP11 34% SC
Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. Really badly programmed too. ★

BRIDES OF DRACULA
Gonzo Games £25.99
AP13 59% MS
Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy vs Spy*-esque vampire antics. ★

BUG BOMBER
DMI £25.99

AP17 83% SC
Er, well basically it's *Dyna Blaster* with twiddly bits. It's slightly better than *Dyna Blaster* as a one-player game but *DB* beats it for multi-player fun and good looks. Overall, though, dead fab. ★★★★

BUNNY BRICKS
Silmarils, £25.99
AP19 36% AP
Breakout meets baseball meets a bunny. Bad. ★

CAESAR
Impressions, £29.99

AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CALIFORNIA GAMES II
US Gold £25.99
AP18 52% RR
This will receive a fair recommendation when it arrives in the budget bin where it belongs. The only truly surprising thing about *California Games II* is the price. £25.99? Get real, dudes. ★★

CAMPAIGN
Empire, £34.99

AP19 83% JD
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, bit a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

CARL LEWIS CHALLENGE
Psygnosis £25.99
AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99

AP18 61% DG
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. Not a very large game. ★★

CASTLES
Interplay £29.99
AP13 58% KF
Could-have-been-fun attempt at a *Sim City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any real depth or realism. ★★

CATCH 'EM
DMI £25.99

AP18 69% RP
If you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliins* then perhaps you could make something of *Catch 'Em* too. Try it, you might like it. ★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Krysalis' *Graham Taylor Management* game instead. ★

THE CHAOS ENGINE
Renegade £25.99

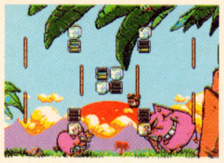
AP22 89% SC
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly it's great fun to play, and the two player mode is even more brill. Unmissable.
★★★★★

CHESS CHAMPION 2175
Oxford Softworks £19.99
AP12 80% KF
Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

CIVILIZATION
MicroProse £34.99

AP16 80% GP
The idea of god-sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

THE COOL CROC TWINS
Arcade Masters £25.99



AP16 65% MS
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

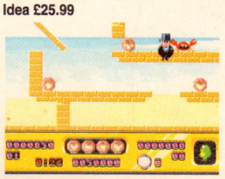
COOL WORLD
Ocean £25.99
AP 21 59% TT
Enjoyable platform game but flawed, clumsy character control being the main one. There's nothing special or original here, and the connection to the film is tenuous to say the least. ★★

COVER GIRL POKER
Emotional Pictures/Storm £25.99
AP13 6% MR
A completely amazing game. You'll be amazed at the poor-quality pictures, astounded by the tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. If you own it, kill yourself. ★

CRAZY CARS 3
Titus £25.99

AP16 88% MR
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRAZY SEASONS
Idea £25.99



AP17 73% LB
Cutesy, platform puzzler featuring a pot-bellied penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

CURSE OF ENCHANTIA
Core Design £34.99
AP19 87% LE
A game that could well out-monkey *Monkey Island*. With such a high degree of humour this adventure is well on its way to becoming a classic. It's slightly overpriced and some of the puzzles are a little obscure but these are minor quibbles. Overall this a great game. ★★★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting. ★★★

CYTRON
Psygnosis £29.99
AP 21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting up other robots and splitting up into two little robots occasionally. Lots other other options liven things up, but only for a few minutes. ★★

DARK QUEEN OF KRYNN
SSI £32.99

AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though. ★★★

DARKSEED
Cyberdreams £34.95

AP 22 88% MW
Giger designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

DELIVERANCE
21st Century Entertainment £25.99
AP14 75% JD
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

D/GENERATION
Mindscape £19.95

AP16 88% JD
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga". Quite. ★★★★

DOJO DAN
Europress Software £25.99

AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has it's moments and is quite pretty to look at. ★★★

DOODLEBUG
Core Design £25.99
AP19 83% SC
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it certainly gives them a run for their money. ★★★★

DRAGON'S LAIR III: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DREADNOUGHTS
Turcan Research Systems £34.95
AP14 80% JD
A naval strategy wargame that Jonathan liked? Nurse! ★★★★

DUNE
Virgin £30.99

AP15 81% DG
A highly polished adventure game which is more of a strategy game-cum-animated-book. It should appeal to adventure fans, and non-gaming fans of the book, alike. ★★★★

DUNGEON MASTER/CHAOS STRIKES BACK
Psygnosis £25.99
AP 21 81% AP
Standard RPG stuff packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both depending on your views on RPGs. ★★★

DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

DYNA BLASTER
Ubi Soft £30.99

AP12 83% MB T100 No.13
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must.
★★★★★

ELVIRA II: THE JAWS OF CEREBUS
Accolade £34.99
AP13 33% GP
Totally dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

EPIC
Ocean £30.99
AP15 34% KF
Put that wallet away. The only thing that's epic about this one is is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

ESPAÑA GAMES '92
Ocean £29.99
AP17 38% MS
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Our lowest ever mark. Nuff said? ★

EUROPEAN CHAMPIONSHIP
Elite £25.99
AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's OK, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under S. ★★

EYE OF THE BEHOLDER II
SSI/US Gold £35.99

AP14 86% KF
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think very carefully before buying both. ★★★★

EXODUS
Demonware £29.99

AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance.
★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

FIRE AND ICE
Renegade £25.99

AP14 88% MR
Magic Pockets, but fast and good.
★★★★★

FIREFORCE
ICE, £25.99

AP19 56% SC
Green Beret for the '90s. The 1890s, that is. ★★

FIRETEAM 2200
Internecine £29.99
AP13 31% DG
Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

FLOOR 13
Virgin £30.99
AP14 75% MS
Tense and atmospheric sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be, and has been, done much better. ★★

GLOBAL EFFECT
Millennium £29.99
AP13 60% JD
Sim City goes Green, but doesn't quite cut it gameplay and control interface-wise. Some very poor design logic makes it a chore. ★★

G-LOC R360
US Gold £25.99
AP18 7% LE
Possibly the most dismally programmed, boring and unimpressive piece of software we've ever seen. It's expensive, tacky, and rubbish. 'Nuff said. ★

GO
Oxford Softworks £19.99
AP12 80% SC
Unsophisticated but workable version

of one of the true classics of boardgaming. 100 skill levels and a handicapping system gives everyone the chance to play this absorbing and challenging game. ★★★★

GOBLIINS
Tomahawk £25.99
AP16 79% MR

Whatever it is they give those French game designers, we'll have doubles. *Gobliiins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP 21 78% MW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go. ★★★★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

AP16 82% AP
Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GUY SPY
ReadySoft £29.99
AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HARE RAISING HAVOC
Disney £25.99
AP12 28%SC/68% MR
And those cartoon games just keep on coming. *Hare Raising Havoc* takes a more interactive route than most. It sure looks and sounds nice, but there's about as much gameplay in here as there is in a big empty box marked 'Gameplay-Free Zone'. It's quite funny but you'll never play it more than once. If you've got a hard drive (and you can't play this any other way), don't waste its memory space. ★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL
Wargames don't come much better than this. A World War I strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do. ★★★★

HOI
Hollyware £25.99

AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOOK
Ocean £25.99

AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed.★★★★

HOSTILE BREED
Palace £25.99
AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HOT RUBBER
Palace £25.99
AP14 50% GP
Take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

HUMANS
Mirage, £25.99

AP19 70% DG
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long, and the horrible controls don't help. ★★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two player game but overall it's a bit of a duffer. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts & US Gold £34.99
AP 21 90% GP
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this. ★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 36% MW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99
AP15 85% JD
Sadly this game hasn't improved on *Lotus II*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite based driving games, but *Crazy Cars III* is now the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad.★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay contribute to make this a true turkey. Don't waste your cash. ★

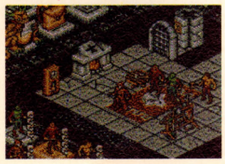
JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 74% GP
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow. ★★★

KGB
Virgin £30.99
AP 21 87% TN
An adventure game that steers well clear of the well worn 'might and magic' themes, and instead goes with a well researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear story line leaves little scope for exploration. ★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99
AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform/puzzler. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99
AP 21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, there are some people who just aren't going to buy it. ★★★

LEGEND
Mindscape £30.99



AP14 91% KF
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

LEGEND OF KYRANDIA
Virgin, £35.99
AP19 89% LE
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

LEMMING DOUBLE PACK
Psygnosis £29.99

AP 21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price seems a shame. ★★★★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIONHEART
Thalion £25.99
AP22 88% MR
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time. ★★★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99

AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. It looks Okay and has a lot of good ideas but overall it doesn't really make it. ★★★

LOCOMOTION
DMI £25.99
AP19 84 SC
It's so easy to grasp the basics and controls, the whole family will be able to join in. It's also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware, £25.99
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

LOTUS III
Gremlin Graphics £25.99

AP18 74% MS
Crazy Cars 3 creams *Lotus III* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

LURE OF THE TEMPTRESS
Revolution £30.99

AP15 88% MS
Not nearly as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). It doesn't contain as much humour as *MI2*, but if you prefer the slightly more serious approach to adventures you'll love it . You won't be disappointed. ★★★★★

McDONALD LAND
Virgin, £25.99

AP19 67% JD
Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MADDOG WILLIAMS
Game Crafters £30.99
AP12 47% JD
Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' – but why not blow your £31 on something that's actually 'good'? ★★

THE MANAGER
US Gold £25.99
AP14 36% SC
Everything that's tedious and inept about football management games can be found in this hopeless pile of old crap. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play, with no redeeming features at all. Avoid desperately. ★

MATCH OF THE DAY
Zeppelin £25.99
AP19 51% AP
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. Everything about it says "Go for one of the other management sims". ★★

THE MED CONFLICT – BATTLESET 3
Electronic Arts £14.99
AP12 65% JD
Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a single one of our readers is in the slightest bit interested in it. Prove us wrong (all you Village People fans). ★★

MEGAFORTRESS
Mindscape £30.99

AP16 82% RL
Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

MEGATRAVELLER 2
Empire £29.99

AP16 60% AP
A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MIGHT & MAGIC III
New World Computing £35.99

AP16 87% RP
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got

auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want. The sound and animation aren't up to much but they never are. *M&M III* is a real sweetie. ★★★★

MILLE MIGLIA
Silmulmondo £25.99
AP15 53% MB
A slow, vintage car-style driving game dressed up in authenticity and nostalgia. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, go for *Crazy Cars 3*. ★★

MONKEY ISLAND 2
US Gold £37.99

AP15 90% GP
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained and on your toes. ★★★★★

MOTORHEAD
Virgin £15.99

AP21 71% MW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's at a good price. Professional and fun, it's worth a look. ★★★

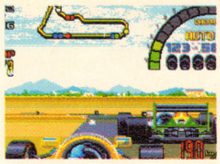
MYTH
System 3 £25.99
AP15 67% GP
System 3 get an 'A' for effort. *Myth* is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NICK FALDO'S GOLF
Grandslam £34.99

AP22 88% TT
Fast, pretty and enormously satisfying to play, this is the best golf game for your Amiga, with only *PGA Tour Golf* to challenge it. There's a very accurate golf feel to it which will please fans of the game but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it. ★★★★★

NICKY BOOM
Microids £25.99
AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored. ★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99



AP 21 78% TT
It's a racing game, and no better or worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game. ★★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP 21 75% RL
A children's game which parents will enjoy too, it's easy to play and gives lots of learning opportunities. Lots of disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at. ★★★

NO SECOND PRIZE
Thalion, £25.99

AP19 84% TN
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. Very nice. ★★★★

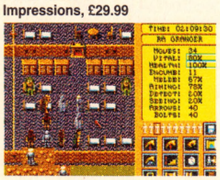
OPERATION COM-BAT
Merit Software £25.99
AP16 39% RP
It's a wargame and it's not very good. Okay? ★

ORK
Psygnosis £25.99
AP12 66% NW
This isn't a more complicated and less zappy version of *The Killing Game Show* at all – not! ★★★

PACIFIC ISLANDS
Empire £29.99
AP13 87% MR T100 No.63

Brilliantly exciting and tense tank sim that improves over its predecessor *Team Yankee* by a factor of four. A little complex for the arcade junkie, but fab all the same. ★★★★★

PALADIN II
Impressions, £29.99



AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you discover it's got no real substance whatsoever. Still, the construction kit extends the life a little bit. ★★★

PANZER BATTLES
Strategic Studies Group £25.99
AP12 62% JD
Quite bright and colourful, but suffers from Crap Indistinguishable Icon Disease. ★★

PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

THE PERFECT GENERAL
Ubi Soft £34.99

AP16 75% RP
Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other.★★★

PINBALL DREAMS
21st Century Entertainment £25.99

AP12 87% SC T100 No.78
'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Supremely gorgeous and it'll last you a lifetime – what more could you possibly ask for? ★★★★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

PLAN NINE FROM OUTER SPACE
Gremlin Graphics £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a' free' video cost more than Gremlin's standard releases. ★★

POOL
Virgin £25.99
AP19 82% SC
The follow up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead. ★★★★

POPULOUS II: THE CHALLENGE GAMES
Electronic Arts £14.99
AP 21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only. ★★

POWERMONGER: WW1 EDITION
Electronic Arts £14.99
AP12 65% JD
Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

PREMIERE
Core Design £30.99

AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PREMIER MANAGER
Gremlin £25.99
AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process. ★★★★

PROJECT X
Team 17 £25.99
AP13 78% SC T100 No.82
We thought this was going to be a contender for game of the year, but we were wrong. Slick and brash and arcadey, but also bugged and dramatically under-playtested. A crying shame. ★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy* only not as good. ★

PSYBORG
Loriciel £25.99
AP14 65% GP
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin for a full-price product. ★★★

PUSHOVER
Ocean £25.99
AP14 79% MR
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though. ★★★

PUTTY
System 3 £25.99

AP18 90% MR
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around. ★★★★★

RACE DRIVIN'
Domark £25.99
AP13 72% NW
A better effort than Domark's original *Hard Drivin'* conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★★★

RAMPART
Domark £25.99
AP 21 66% SC
Great fun in the two player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

RED BARON
Dynamix £34.99
AP12 19% GP
On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

RED ZONE
Psygnosis £25.99

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss. ★★

RISKY WOODS
Electronic Arts £25.99
AP15 82% MS
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied, and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★★

ROAD RASH
Electronic Arts, £25.99

AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*. ★★★

ROBOSPORT
Ocean £29.99
AP 21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for factics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be. ★★

ROME AD 92
Millennium £25.99

AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure. ★★★

RUBICON
21st Century Entertainment £25.99
AP13 74% RP
Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed. ★★★

SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 55% AP
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★★

SENSIBLE SOCCER
Renegade £25.99

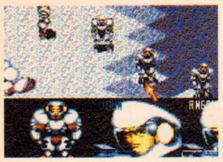
AP15 93% SC
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★★

SENSIBLE SOCCER 92/93 SEASON
Renegade £25.99 stand alone/£3.95 upgrade
AP 21 94% SC
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goal keepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it – 1. Why not? and 2. Get this one instead. ★★★★★

SHADOW OF THE BEAST III
Psygnosis £29.99

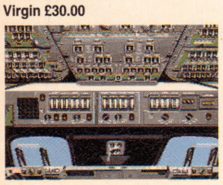
AP18 71% SC
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two *Beast* games and there's no free T-shirt (that's avery big plus, by the way). There's just not very much to it. ★★★

SHADOWORLDS
Krisalis £25.99



AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00



AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★

SIM ANT
Ocean £34.99

AP14 59% MB
Some of the most appaling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it.
★

SIMEARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SPACE CRUSADE
Gremlin £25.99
AP12 85% KF T100 No.60
Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★

SPACE GUN
Ocean £25.99
AP12 69% MR
Zappy *Operation Thunderbolt* clone, but nowhere near as good. Fun with a Trojan Light Phaser, but not much else. ★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards.
★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

STREET FIGHTER II
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF II* is without doubt the best beat-'em-up on the Amiga. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two player game, a little less fun for one. ★★★★

STRIKER
Rage £25.99
AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*.
★★★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

SWORD OF HONOUR
DMI £25.99
AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT
A console beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

TENNIS CUP 2
Loriciel £25.99

AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores, what more could you want?
★★★★

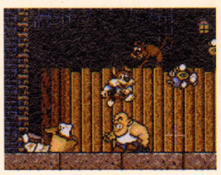
3D CONSTRUCTION KIT II
Domark £49.99

AP 21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

TINY SKWEEKS
Loriciel, £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though.
★★★★

TITUS THE FOX
Titus £25.99



AP12 88% SC/MR T100 No.22
Hudson Hawk meets *The Blues Brothers*. Huge, wonderful platformer, dragged down a bit by huge amounts of disk accessing, but no less unmissable for all that. The cutest game hero in the known universe, too (nobody's based a game on Winona Ryder yet).
★★★★★

TOUCHDOWN
Strike Force £14.99
AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if not particularly enthralling, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99

AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far.
★★

TRODDLERS
Storm £25.99

AP18 89% AP
The best elements of some of the best styles of gameplay in history combined in one cute package, and it works. Two styles combine to make a classic game in its own right. It's better than *Lemmings*, allegedly.
★★★★★

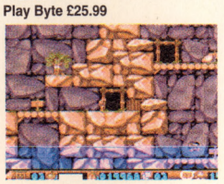
TROLLS
Flair £25.99

AP 21 83% MW
If bright, cute and cheerful platform type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it.
★★★★

TV SPORTS: BASEBALL
Mindscape £25.99
AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

TV SPORTS BOXING
Mindscape, £14.99
AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department.
★★

UGH!
Play Byte £25.99



AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look.
★★★★

ULTIMA VI
Mindscape £30.99

AP13 90% MR T100 No.17
Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of the art for Amiga role-playing. Enough to keep you going for months.
★★★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99
AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk?
★★★

VENGEANCE OF EXCALIBUR
Virgin £30.99
AP13 60% MS
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends.
★★★★

VROOM
Ubi Soft £25.99
AP12 88% SC T100 No.35
The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without.it.
★★★★★

WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there're also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEEN
Coktel Vision, £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status.
★★★★

WING COMMANDER
Mindscape £34.99
AP 21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so

bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the ...A1200)

WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved.
★★★

WIZKID
Ocean £25.99

AP15 91% MR
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least) If you don't buy Wizkid, your life really will be a lot poorer. ★★★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99

AP14 86% MS
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (a la *John Maddon Football*) is neat, too.
★★★★

WWF EUROPEAN RAMPAGE
Ocean £25.99

AP22 18% JD
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. Don't bother. ★

ZOOL
Gremlin Graphics £25.99

AP18 90% LE
Rightly heralded as a *Sonic* beater. It's fast, tough and kicks the ass of certain other games featuring certain other characters. This is the yardstick by which other games will be measured. ★★★★★

ZYCONIX
Accolade, £24.99

AP19 63% LE
Decent mix of several puzzle-game standards (*Tetris*, *Columns*, *Klax*, you know the score), which doesn't really have enough character of its own to stand out from the crowd. All right, but unremarkable. ★★★

SUBSCRIBE

HAVE WE GOT NEWS FOR YOU...

Every month, we bring you up-to-date, informed and vital information on the latest games. Our finger is always on the pulse.

PLAY TO WIN...

Complete Control provides hints, tips, cheats and comprehensive playing guides on the latest big games, and the older classics.

REVIEWS WITH ATTITUDE...

Nobody reviews a game like us. We have a reputation for providing definitive, authoritative reviews of the latest games. With everything from concise coverage of PD and budget games to massive four page breakdowns of the big name games, we've got the only reviews that matter.

AMIGA POWER POLICY OF TRUTH

- We won't review unfinished games just to claim an exclusive.
- We don't pander to games publishers – we say what we really think.
- We only use experienced, professional reviewers.
- We won't bore you with mountains of technical-jargon-hardware tedium.
- We take games seriously, because you do too.

TO AMIGA POWER

ABSOLUTELY LAST MONTH OF OFFER

...and receive one of these three games free!

PUTTY
AP RATED 90%

PUTTY
1. 'A stiff paste made of whiting and linseed oil used to fix glass into frames and fill cracks in woodwork.'

2. 'One of the Amiga's most original and finest moments yet. Flexible and versatile, that's *Putty*.'

ASSASSIN
AP RATED 89%

Probably the most playable game of its genre. Take on mad pit bull terriers, evil hippies, rampaging robots and maniac chimps in this seriously excellent console-esque game. With five enormous levels, endless bonuses and collectables and a nasty dude called Midan, you've got your work cut out.

WIZKID
AP RATED 91%

A game with a bizarre, surreal sense of humour that can result in a serious scrambling of your brain. *Wizkid* is a psychedelic mix of arcade adventure, football, bad jokes and arcade classics like *Breakout* and *Pengo*. It's refreshingly original and more fun than a very amusing thing that's in an especially good mood.

JUST LOOK AT ALL THE BENEFITS YOU GET WHEN YOU SUBSCRIBE!

● You save time ● You save money ● You guarantee your copy
● You get it delivered ● You receive one of these superb games

ALL THIS FOR JUST £36.95

RETURN THE COUPON (BELOW) OR INSTEAD CALL OUR CREDIT CARD HOTLINE ON 0458 74011

YES! Please enter my subscription to **AMIGA POWER** and send me the game of my choice.....

Indicate as appropriate
- ☐ *PUTTY*
- ☐ *ASSASSIN*
- ☐ *WIZKID*

Indicate as appropriate
- ☐ **UK £36.95**
- ☐ **EUROPE £57.95**
- ☐ **REST OF THE WORLD £78.95**

NB: So that you receive your magazines quickly and undamaged, overseas subs are sent Air Mail. Although your sub will be processed immediately, please allow 28 days for delivery of your game

METHOD OF PAYMENT *please indicate*

☐ ☐ ☐ **CHEQUES** *payable to Future Publishing Ltd*

card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

expires ☐☐☐☐

Signature _____

Name _____

Address _____

_____

_____ Post Code _____

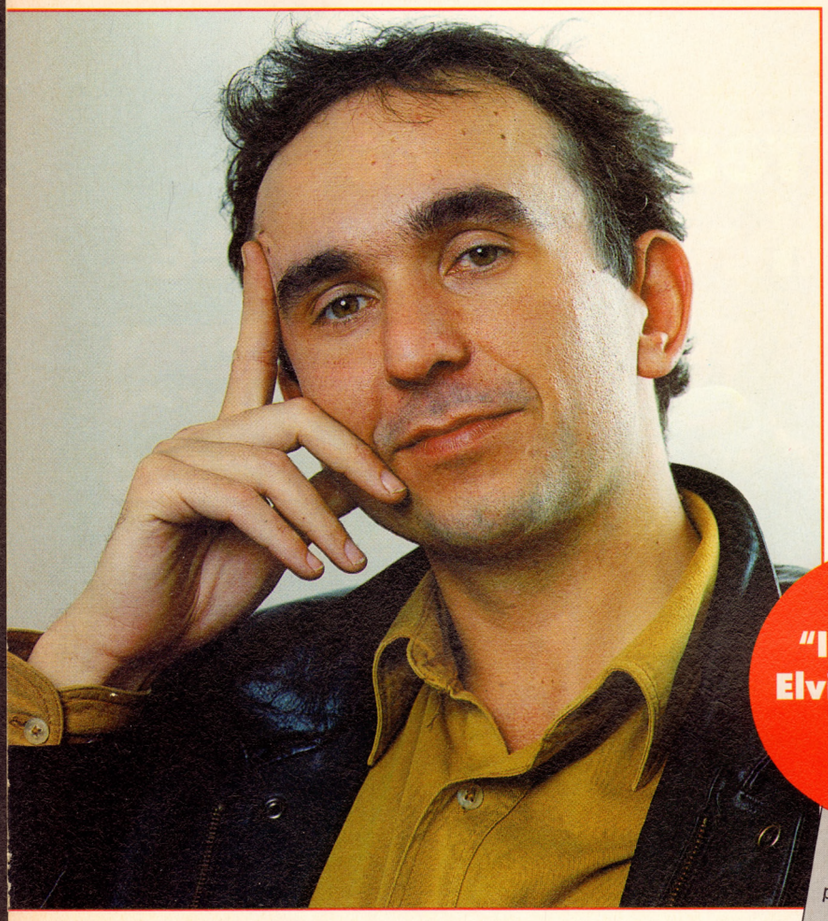
Telephone No _____

Enclose this coupon (together with your cheque if applicable) in an envelope to:

AMIGA POWER SUBSCRIPTIONS, FREEPOST, SOMERTON TA11 7BR

THIS COUPON IS VALID UNTIL 31 MARCH 1993 **AP/MAG/0393**

THE RIGHT PROFILE



We've been doing a bit of delving and here's what we found lurking deep in the mind of celebrated god-sim author, Peter Molyneux:

What do you believe in?
I believe that you can do anything if you try, and that anybody can do anything to you if they try, and I believe Elvis Presley lives.

What was the first thing you said today?
It was the first thing I groaned actually. Unfortunately, all the electric is out at my house so I woke up freezing cold wishing I hadn't drunk so much last night. *(We'd just like to point out that drinking lots isn't big or hard or clever, and we don't recommend that you try it at home. – Ed)*

Who's your favourite historical figure?
Caligula. He must have been the most powerful man to ever live. He could do whatever he wanted to whoever he wanted.

What's your Number One object of desire?
My cheese plant. Her name is Hilda and she is very healthy and verdant.

"I believe Elvis Presley lives"

What have you got in your pockets?
In my pockets I have one packet of cigarettes with only one cigarette in it. I only ever have one cigarette, that way I can always palm cigarettes off other people. In fact, I have had this cigarette in my pocket for the last five years, I've even gone to the extent of breaking it a little bit so when people get their cigarettes out they sympathise. *(We'd just like to point out that smoking cigarettes isn't big or hard or clever, and we don't recommend that you try it at home. – Ed)* I also have got a piece of string and chewing gum for old times' sake, and a marble.

How do you rate your/your team's importance in the software biz (1-50)?
Number one of course, but that's a personal opinion. Maybe you should fill in a figure for this yourself.

If you could be in a computer game, which one would it be?
This may seem a little bit immodest, but I think I'd like to be in *Syndicate*, our next game. You get to play a part of someone who takes over the whole world and that is a pretty cool thing to do.

Would you vote for the Maastricht treaty?
Yes, I think it's a great idea. We've got no chance unless we're part of Europe, unless we were to become the 53rd state of America, which is more likely.

Are video games killing pop music?
Definitely. I go home every night and turn on my computer game, turn off the screen and just listen to the music. In fact, I am going to a computer game music rave where the theme music from *Bubble Bobble* is played on 500 watt speakers.

CURRICULUM VITAE

NAME: Peter Molyneux
ADDRESS: Enigma House, 30 Alan Turing Road, Surrey Research Park, Guildford, Surrey, GU2 5AA
DATE OF BIRTH: 5 May 1959
MARITAL STATUS: Pending

My parents were shipwrecked off the island of Bothmania, they were both aged 10 and I was conceived when they were aged 13 and a half. As it was a very primitive island, my early upbringing was rather unusual. *(Oh dear. – Ed)*

EDUCATION: In Bothmania, schools were considered to be against their religious philosophy. However, I did go to secret evening classes and covered such topics as Tree Felling, Sail Construction and How To Survive For Two Weeks On A Raft With Only A Colostomy Bag. This I passed with advanced merit with a distinction for my creative design of a 'Colostomy Bag Recipe Book'. *(Oh dear oh dear. – Ed)*

After passing my exams, I constructed a small but usable raft enabling me to escape from Bothmania to my final landfall of Grimsby.

Fortunately,after studying under the great guru of chamber pot manufacturers, Armitage Shanks, I was able to get a job as a chamber pot manufacturer's apprentice. However, I decided on a change of course for my career and went to the University Of London to study Applied Cryophysics. After three years, I finally understood what the word 'Cryophysics' meant and so obtained my first official qualifications, enabling me to apply for and obtain the job of trainee computer cleaner. My main responsibilities included hoovering of keyboards, sterilisation of mice balls and general upkeep of computer wires. This was where I first discovered my love for computer games. In the evenings, I was able to teach myself how to program in a language called I.L.I.E. and secretly created my first game, called Space Invaders. With this, I applied to several companies for a job including the renowned group, The Bitmat Brothers, where I was unfortunately turned down as I refused to wear dark glasses.

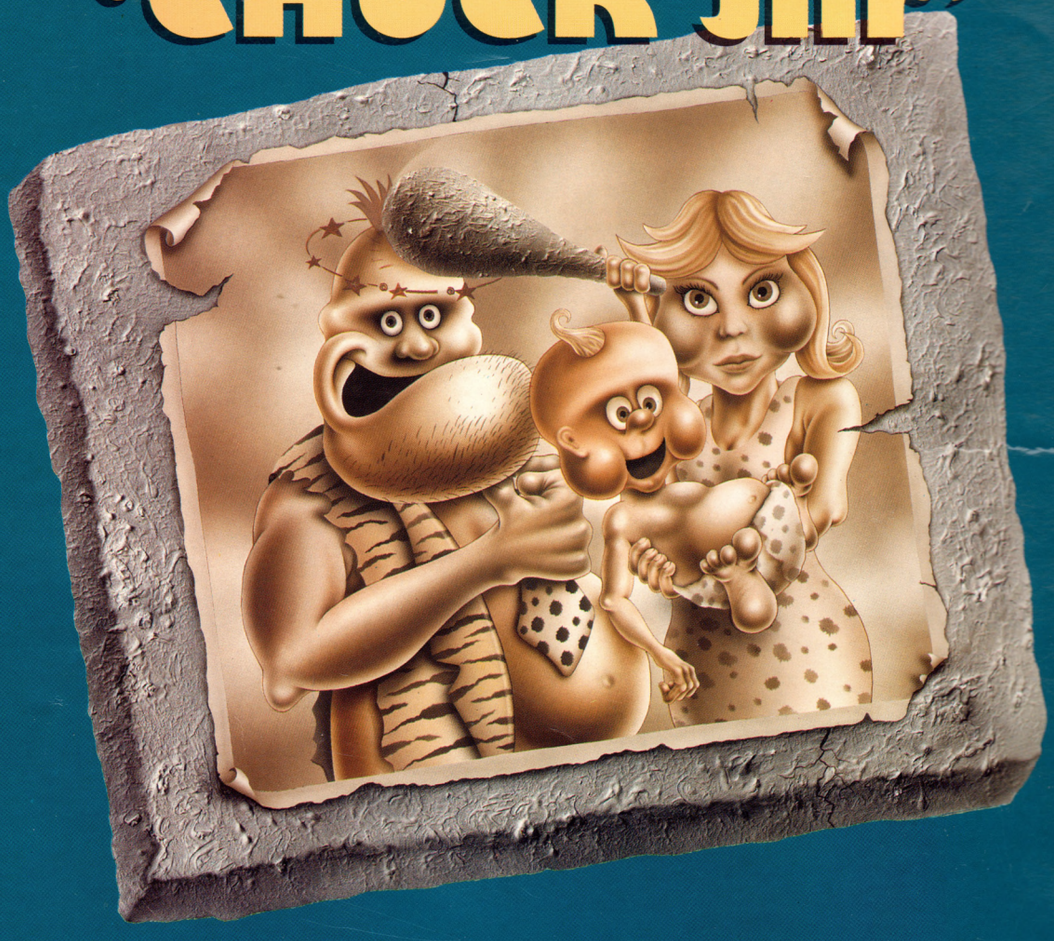
From this point, I inherited a small but flourishing sock company. I quickly changed the company round to producing computer games and since then I have been involved in producing the following titles:
Fusion, Populous, Powermonger, Populous II, Syndicate and the little-known and rarely-acclaimed Me And My Toilet Problems.

LEISURE INTERESTS: Sheep farming, computerised cricket and unintelligent chess programs, and an avid interest in all aspects of dental hygiene. *(Oh dear oh dear oh dear. – Ed)*

Creepers™
It's the annual trek to the butterfly bowls for the Creepers. But with over 70 levels of factories, caverns and forests to cross, and with the worst sense of direction in the entire animal kingdom, getting them all there is gonna take some doing!
Featuring:
Over 70 puzzling levels
16 funky soundtracks
256 colours (PC)
Difficulty grading from easy to brutal
Creepers crawls into games stores everywhere - soon
The mean green creeping machine
Coming soon on your Amiga & PC
PSYGNOSIS
PSYGNOSIS LTD SOUTH HARRINGTON BUILDING
SEFTON STREET LIVERPOOL L3 4BQ UNITED KINGDOM

CHUCK & OPHELIA ROCK WISH TO ANNOUNCE THE BIRTH OF THEIR NEW SON

'CHUCK Jnr'



SOON TO MAKE HIS DEBUT IN...

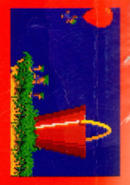
CHUCK ROCK
SON OF CHUCK

CORE
DESIGN LIMITED

Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

NEXT MONTH!

Remember that guide to A1200 developments we promised you? Well, it's really going to be in the April issue, along with a whole pile of top game reviews. Been waiting for *Lemmings 2: The Tribes*, *Flashback*, *Universal Monsters* and *Body Blows*? All these games and many more will be getting the AP review treatment. Plus! We'll have another batch of the latest and most in-depth previews around. We've also got a groovy free gift for you, so just hold tight until Thursday 11th March. Bye!



Lemmings 2 – just one of the big titles due for review in the next issue.

ELIA ROCK
INOUNCE
RTH
EW SON
K Jnr'
IS DEBUT IN...
ROCK
UCK
CORE
DESIGN LIMITED
Telephone (0332) 297797. Facsimile (0332) 381511

AMIGA POWER ISSUE 23 MARCH 1993

NEXT MONTH!

APOCALYPSE NOW

OFFICIALLY THE WORLD'S BEST-SELLING AMIGA GAMES MAGAZINE!

DON'T BUY AN AMIGA GAME

AMI
PO

A MAGAZINE WITH *ATTITUDE*

APO
N

IT'S A GOAL!

Dino Dini – beyond Kick Off 2

COMIC RELIEF SPECIAL!

PLUS TEAM 17'S LATEST

YOURS WITH ISSUE 23 OF AMIGA POWER

SLEEPWALKER

disk 23

A playable chunk of Ocean's great Comic Relief fund raiser. It's a real dream.

BODY BLOWS

An exclusive two player demo of Team 17's new Street Fighter II beater!

one meg only

AMIGA POWER